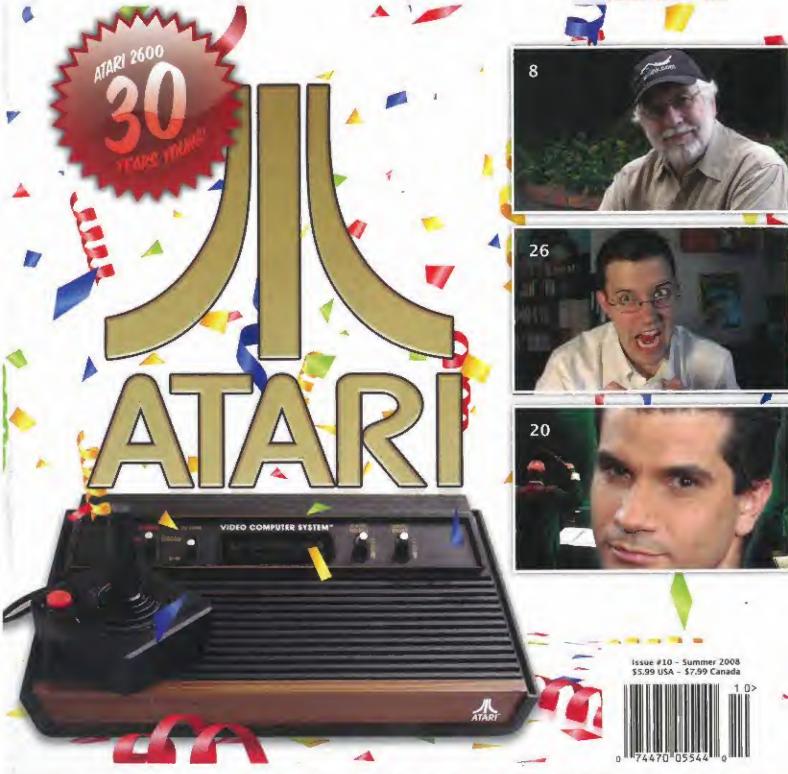
VIDEO GAME C O L L E C T O R

issue 10













What's Your Highest Score?

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ver the past eight years, AFA (the Action Figure Authority) has become the worldwide standard for action figure grading. To this day, our services continue to provide action ligure collectors from around the world with the added peace of mind they need to make sight-unseen purchases. These same highly regarded services are now being offered to video game collectors from around the world via our new service, VGA (the Video Game Authority). Rest assured that every collectible sent to VGA is treated as if it were priceless by each and every member of our expert staff. All Items are inspected to confirm that the original seal, if applicable, is an original factory seal. Once this is confirmed, a grade ranging from 10-100 is assigned to a rate the overall condition. In addition to our grading and authentication services, VGA's standard fee also includes a high quality, custom-made acrylic case designed to perfectly protect and display your treasured collectible. Our acrylic cases are made on-site by a master acrylic craftsman and are unparalleled in quality.

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I've been collecting video games—and game-related swag, press materials, and research—since 1972, when I fell in love with an especially attractive Pong coin-op outside a movie theater on Roosevelt Avenue in Queens, NY. I became obsessed with this game, though I had never been much of a game guy in the previous 21 years of my life.

Soon thereafter, I read about a game system that seemed to duplicate the kind of interactive excitement that I felt

when feeding quarters into that Pong machine. I still have the TV screen overlays from that original Odyssey system but I long ago donated the system, games and oversized controllers to a video game museum.

In the intervening years, being a member of the press. I have collected not only games but all manner of game-related geegaws, from enamel pins to posters, with a countless number of game-emblazoned key chains, jump drives, yo-yos and T-shirts in between. Many of those things—including a complete set of the original Electronic Games magazines—are no longer with me, alas, the victim of too many cross-country moves. But that doesn't mean that the collector in me doesn't intend to reacquire each and every missing issue. Having held gaming history in my hands—including the prototypes/EPROMs, betas of just about every game produced between 1978 and the ZIst Century—I understand the gamer's compulsion to possess these icons of the past. I also get the joy that comes with discovering a beautifully crafted action figure based on a favorite video game character.

Electronic gaming has always been a hobby and hobbies are always about collecting.

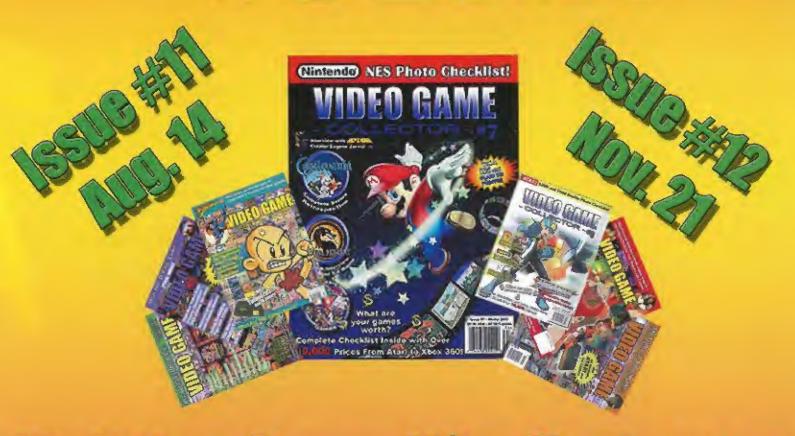
Collecting is a necessary adjunct to the development of any medium in pop culture. It is the collectors who preserve the knowledge that, even now, is no longer always available via first person sourcing. It is also the collector who truly possesses the gamer's passion because collecting old games and game-related paraphernalia is like collecting a lost memory.

Anyway, it's an absolute gas for me to take the reins of one of the dwindling hard copy game magazines, especially one as free-wheeling, informative and entertaining as VIDEO GAME COLLECTOR. It's been a lot of fun working not only with the irrepressible Shawn Paul Jones and the ever-indispensable Cav but also with a group of exciting young game writers including Scott Alan Marriott, Brett Weiss and Aaron Auzins as well my old friend, Mark Johnson, who has brought the coverage of game-based action figures, sculpts and plushies from his long-running "Action Packed" column in the late, lamented texcept for Codebooks, of course) TIPS & TRICKS to the pages of VGC. And finally, I get the opportunity to marvel at all the game stuff in the brains of VGC regulars such as Kristina Potts and Michael Thomasson of Good-DealGames,com.

And if any of our readers would like to keep in touch with the of Game Doctor on a slightly more regular basis than a magazine permits, I welcome you to J2Games com where you can't miss my shiny head at the top of the page. Otherwise, until we meet again, keep collecting and battle bit rot!

→ Bill Kunkel

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Power Up



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Bill Kunkel



Assistant Editor
Aaron Auzins



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Price Guide Editor Joe Santulli

Scores Editor Walter Day









1. Gary Mollohan fresh off of his Retro Game Fitness World Tour, returns to lend a helping hand to Video Game Collector issue #10. Thankfully, with years of video game journalism experience under his belt, editorial is no sweat for this fit and trim writer. Billed as VGC's "Master of the Interview" and currently compiling past interviews for his own book, his expertise will really show this issue in interviews with gaming icons such as Tommy Tallarico and David Perry, Gary Mollohan has interviewed more gaming personalities than you can shake a stick at but we wouldn't recommend that because we imagine people wouldn't appreciate a stick in their face. You could poke someone's eye out.

2. Greg Wilcox specializes in Japanese gaming making him a perfect writer for Video Game Collector's Made in Japan feature. Even though this issue's Made in Japan is based off some of the most infamous crappy video games from The Land of the Rising Sun, rest assured, he knows a great game when he sees one. While other gaming journalists get the luxury of mashing through AAA titles, it takes a real man to research and play such atrocities as Hoshi wo Miru Hito, Bakusou Dekotora Densetsu: Art Truck Battle and Autobahn Tokio. According to Greg Wilcox, if you don't understand those titles, you may very well be better off that way.

3. Kristina Potts takes video games beyond the cartridge and disc format this issue, showing us how one-on-one fighting games have (unsuccessfully) translated into anime series. Even though the rope was a little uncomfortable, we managed to make it through the 24 hours of face punching she wouldn't dare watch alone. The Power Stones may set you free but we still continue to hear that opening theme in our sweat-soaked nightmares. One last item: Per video gaming society law 573-01, we are obligated to point out that writer Kristina Potts is a female gamer. She also seems to receive the most fan mail out of the entire VGC staff for some reason.

4. Michael Thomasson is one of the most widely respected videogame historians in the videogame field today. He currently teaches college level videogame history, design, and graphics courses and is the founder and president of the highly respected Good Deal Games videogame database. His historical columns have been distributed worldwide in newspapers and magazines. He has also published games for several consoles including Sega CD, Colecovision, CD-i and Vectrex. Check out his amazing website at www.gooddealgames.com.

VIDEO GAME

Guest Writers: Matt Reichert, Scott Alan Marriott, Mark Johnson Art Direction: Marc Brandon Hensley, Chris Pusczak Special Thanks: Lîz Jones, Cynthia Hübbell, James Rolfe, Brett Weiss, Albert Yarusso, David and Sherry Jones, Alicia Parker, Tommy Tallarico, Nolan Bushnell, David Perry

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News & Notes - flaron fluzins



TALETELL GAMES

Taletell Games has released the newest installment of the classic Sam & Max point-and-click series, Season Two, Episode 4: Chariot of Dogs. The title can be purchased off Taletell's official site or played via a GameTap subscription. Speaking of GameTap, its free play service has finally topped 100 offerings, making emulated versions of classics such as Twinkle Star Sprites, 1942 and Metal Slug available at no charge.

ATLUS

Atlus collectors should keep their eyes open for a number of spring releases which include Summon Night: Twin Age (Nintendo DS), Arcana Heart (PS2), Rondo of Swords (DS), Drone Tactics (DS), Baroque (PS2, Wii), R-Type Command (PSP) and Persona 3: FES (PS2).



TAITO

Recently, Taito's 1985 arcade hit Legend of Kage has crept onto Nintendo DS systems in Japan. While there is no current word of a U.S. version, the title has gotten a makeover to utilize both screens and extend the playfield.



ELECTRONIC ARTS (EA)

The Sims 2, will be getting an additional two expansions on April 15. The standalone title The Sims 2 Double Deluxe will offer up Sims 2 gameplay bundled with The Sims 2 Nightlife Expansion Pack, The Sims 2 Celebration Stuff Pack and a bonus DVD for \$29.99. A Sims 2 expansion will be made available with Kitchen and Bath Interior Design Stuff for \$19.99, which will focus on the additions of... well, kitchen and bath interior design stuff. Along

with the expansions, EA is also looking to move on with the series, finally announcing The Sims 3 after nearly three years in development hell. To be released in 2009, the sequel will introduce seamless, open environments begging to be explored, a new Sim creation tool, more realistic personalities and unlimited customization. EA already has an official Web site posted for the title, which can be found at www.thesims3.com.



KONAMI

Konami followed up the success of its PSP Silent Hill Origins by releasing the game with some minor upgrades and tweaks to the Playstation 2 at the price of \$29.99. Classic entries in the spooky series are still climbing in value thanks to its theatrical release and, of course, Origins boasts sound and music produced by renowned Silent Hill composer Akira Yamaoka. In Japan, Konami re-released the classic shoot—'em—up collections Twinbee Portable, Salamander Portable and Paridous Portable as best—selling titles. While nearly all of the titles in the collections have never

enjoyed a U.S. release, the games are part of long-running series and each collection is now priced at 2,940 Yen (roughly SUS19.60). Prior to alming its Guns of the Patriots at consumers later this year, Konami will be offering a refresher course on Metal Gear Solid's storyline and gameplay by way of a \$29.99 collectors' pack. Metal Gear Solid: The Essential Collection houses Metal Gear Solid (Playstation format), Metal Gear Solid 2 and Metal Gear Solid 3 for the Playstation 2, all wrapped up in commemorative packaging designed by series artist Yoji Shinkawa.



SECA

Sega continues to pull out classic franchise revivals. Introducing The House of the Dead 2&3 Return to the Wil and Mystery Dungeon: Shiren the Wanderer for the DS. Sega Superstars Tennis (multisystem) continues to flesh out, adding the characters Sonic, Amy, Shadow, Eggman, Beat, Amigo, AiAi, Ulala, Nights, Reala. The game also emphasizes en-

vironments and mini-games from the Sonic, Jet Set Radio, Chu Chu Rocket universes and beyond. On the Wii Virtual Console front, Sega has recently offered Phantasy Star II, Columns III: Revenge of the Columns [We didn't even know they'd been offended! -Ed] and Light Crusader to the service.

5NK - PLAYMORE USA

Much like Capcom, SNK-Playmore USA has its hands full preparing retro compilation goodness for the U.S. audience. A long-awaited mixed-game collection is on its way in the form of SNK Arcade Classics Vol. 1 which will group 16 games together for the Wii, Playstation 2 and Sony PSP including Baseball Stars 2, Burning Fight, King of the Monsters, Magician Lord, Sengoku and more along with entries from its most popular fighting series. And speaking of SNK fighting series, Fatal Fury Battle Archives Vol. 2 has been confirmed for U.S. release and brings the Real Bout series to the Playstation 2 and World Heroes Gorgeous finds a U.S. home on the PS2 under the new name of World Heroes

Anthology to bring all four installments of the series together on one disc. The company is still at work on Metal Slug 7, which, in a first, is heading directly for the Nintendo DS. ESP and Treasure, meanwhile, have teamed up for the recent Japanese release of a brand new entry in the Bangal–O series for the Nintendo DS. Bangai–O Spirits takes advantage of the system's dual screens and allows players to edit stages and communicate with other players in wireless mode. Bangai–O was originally released in the U.S. on the Dreamcast and remains one of its most collectable titles and, thankfully, publisher D3 is currently lined up to deliver the DS title stateside in the second quarter.

CAPCOM

The house that Street Fighter II' built is busy at work jumping on the downloadable service bandwagon with brand new updates to its 1942, Commando, Bionic Commando and Street Fighter franchises. For its muchanticipated Super Street Fighter II Turbo HD release, the company is promising eager players an Xbox 360 beta test for the title if they purchase Wolf of the Battlefield: Commando 3. Capcom is also pushing Street Fighter IV forward, announcing the title is set to feature all eight of the original Street Fighter II world warriors in traditional 2-D combat along with new characters Crimson Viper, Abel and El Fuerte with more characters to be announced. In other Capcom news, Mega Man Star Force will be brought back to the Nintendo DS in multiple versions with a newly announced. sequel. Also, at retail, the company announced

that Devil May Cry 4 has already shipped two million units (since 2001 the series has shipped 9 million total) and Resident Evil: Umbrella Chronicles becomes its second Wiltitle behind Resident Evil 4 to hit one million shipped (RE since 1996 has sold 34.5 million as a series), Finally, whether you loved or despised the original, a new, Street Fighter live action film project is on the agenda once again for 2009. Capcom has now named Kristen Kreuk ("Smallville") as the lead actress with the movie's story revolving around her character, Chun-Li. Filling in additional casting slots are Michael Clarke Duncan (The Green Mile", "Sin City") as Balrog, Neal McDonough ("The Hitcher", "Flags of Our Fathers") as M. Bison, Taboo (of the Black Eyed Peas) as Vega and Chris Klein ("We Were Soldiers", "American Pie") as Charlie Nash.



MIDWAY

NBA Ballers: Chosen One, yet another Midway spiritual successor to the 1993 NBA Jam, is shaping up for an April release on the Playstation 3 and Xbox 350. Dwight Howard of the Orlando Magic will grace the game's cover and music glants Chuck Blaze and Just D will be providing soundtrack and commentary for the title. Midway broke the news of its newest installment of Mortal Kombat and this time, the kombatants aren't alone. Set to debut this fall, the company's newest title in its flagship franchise will see the regular kast going fist to

fist with various heroes from the DC Comics franchise. While details are scarce at this time, the game's official Web page (www.worldscollide.com) features art and a teaser video of Sub-Zero and Batman being not so friendly with each other. The full title will feature a mix of heroes and villians representing each brand and while a decent amount of blood is present in the trailer, the title will not feature fatalities, which are being substituted with "finishing moves."



NINTENDO

Flush with the success of its Brawl release, Mario's minions at Nintendo are now pumping up the revival of the Mario Kart series. Mario Kart Wii came bundled with a steering wheel peripheral when the game hit the U.S. on April 27. The Wheel attaches to the Wil Remote. Motorcycles will join the cast of vehicles as

players' Milis can mix it up with the expected cast of Mario characters. Also for the Wii, two formerly Japanese-only titles joined the Virtual Console as DoReMi Fantasy: Milon's DokiDoki Adventure (SNES) and Puyo Puyo 2: Tsuu (Genesis) are now offered.



AKSYS

Through access to Aksys, it looks like the U.S. might actually see the Guilty Gear spinoff, Guilty Gear 2 Overture for the Xbox 360 in the third quarter. The title shockingly strays from its 2D roots and pits characters in full scale battlefields as two opposing armies wage war. Aksys is also preparing the third installment of the Castle Shikigami shooter series for the Nintendo Wii and expects it to release this summer.



HERE & THERE

In a new crossover promotion, Namco-Bandal has teamed with LucasArts to pit Jedi versus the Soul in the upcoming Soul Calibur IV. The Playstation 3 version will see Darth Vader drawing his light saber while the Xbox 360 format will have access to Yoda. The title will be released this summer and it appears most of the Soul Calibur cast will be returning along with new combatants.

Gamers who think they are true top guns have another opportunity to walk the walk as Guinness has released a specialized version of its World Records series based on video gaming. The book launched this month in the U.S. and information on the publication can be found at gamers.guinnessworldrecords.com.



DIPURING

ESP and Treasure, meanwhile, have teamed up for the recent Japanese release of a brand new entry in the Bangai-O series for the Nintendo DS. Bangai-O Spirits takes advantage of the system's dual screens and allows players to edit stages and communicate with other players in wireless mode. Bangai-O was originally released in the U.S. on the Dreamcast and remains one of its most collectable titles and, thankfully, publisher D3 is currently lined up to deliver the DS title stateside in the second quarter.



Paramount Pictures has given the green light for a movie centered around Atari's founder Nolan Bushnell. The movie, to be titled "Atari", is set to feature Leonardo DiCaprio as Nolan Bushnell. Atari was founded by Nolan Bushnell and Ted Dabney in 1972 and the company would become a pioneer in arcade games, home computers, and home video games. Atari became a household name in the late 1970s and early 1980s with their wildly popular Atari 2600 video game console. Nolan Bushnell would later start several other companies after selling Atari, the most successful of which was the Chuck E. Cheese's restaurant chain. "Atari" is being written by Brian Hecker and Craig Sherman, who apparently were able to convince Bushnell that they could "do his unique story justice". - AtariAge.com

Enter to Win Today!

Enter Online at Our Site vgcollector.com/contest

How does the idea of sitting down to a meal with the man who developed Pong, founded Atari and launched Chuck E. Cheese as a national franchise sound? Interested?

We thought you would be, so that's exactly what VIDEO GAME COLLECTOR is offering to one of our lucky readers.

Game collectors should take a special joy in sitting down to break bread with one of the seminal figures in the creation of the video game industry. In between playing games tableside and stuffing your face at uWink, think of all the stories Mr. Bushnell will be able to share with you.

Nolan's latest enterprise, uWink Bistro is the place where food and games have attained state of the art integration, right down to the gaming touch screens built into your table.

So here's the deal: simply fill out the entry form below, mail it to us and take a shot at winning it all. VGC will fly you, round trip, to Los Angeles, put you up at a hotel and deliver you to Nolan and uWink Bistro for the experience of a lifetime.

Sound tasty? Then take advantage of this once-in-a-lifetime opportunity courtesy of the world's leading magazine for collectors of electronic games.

Yours Truly - Shawn Paul Jones Publisher, VGC

NO PURCHASE NECESSARY TO ENTER OR WIN. "My Dinner With Nolan" Contest is open to legal residents of the 48 contiguous United States ages 18 and older at the time of entry. Not valid in Alaska, Hawaii, Puerto Rico and where prohibited by law. Contest begins at 12:01 a.m. Central Standard Time (CST) on June 30 and ends at 11:59 p.m (CST) on August 30. Limit of one entry per household during the contest. Multiple entries from a single household will void all entries from that address. To enter and view official rules visit www.vgcollector.com/contest.

Collector's Spotlight



Alicia Parker

Age: 25

Residence: Traverse City, MI (Soon to be Phoenix, AZ)

Number of Systems: 14 Number of Games: 500+

Collection Highlights: I have a video game magazine from every year since 1991! Most of the magazines are Nintendo Power, and I have more than 500 total, including strategy guides, catalogs, promotional brochures, and more. I find it gives one a unique perspective on the history of games and gaming culture. I also like my little gems, such as the Nintendo Wall Trim, my Pac-Man glasses, and my Super Mario 3 watch. I also have an old Nintendo toy chest, and over 100 games for the NES alone. Because I tend to find my items in secondhand stores, I have a little of everything, including about 12 promotional VHS tapes from Nintendo, two different episodes of the Super Mario Bros. Super Show, a Tiger Game, com, and a Donkey Kong Game & Watch.













Best Find in the Wild: I found an old Family Computer (Famicom) at a St. Vincent's Thrift Shop for \$5. It was nestled in a glass display case, surrounded by other stuff. I have yet to find one like it on Ebay or otherwise. It plays 500 games and works great; it even came with the converter for the power supply. I recently just got an Atari 2600 with seven games boxed for \$12,99!

Words of Wisdom: Hit the thrift shops and yard sales in your area at least once a week. Remember where they usually put out the gaming stuff, and don't be afraid to look everywhere, even in the bedding (I found my Super Mario Bros. sleeping bag by accident). I almost always find something cool and inexpensive, and that's where I've found 90% of my collection! You can also find doubles of things and sell them on eBay to help pay for the other parts of your collection! Also, make friends with the people who work at GameStop. They can hook you up with free promotional swag, something that hardcore collectors like me die for!

Wants: I really, really want Super Mario RPG: Legend of the Seven Stars for SNES. The only reason I don't own it is because I'm still convinced that I'll find it at Goodwill for \$5 :) I'm always on the lookout for an obscure, expensive item for a bargain price... and lots of times, I've found them. Also, I'm interested in beginning a collection of gachapon toys. They came out with a series that featured classic gaming consoles, and I can't resist!

Creator's Spotlight

- Interview by Gary Mollohan



A 25-year veteran of the video game business, David Perry is one of the most respected developers in the industry. His numerous hits—including Earthworm Jim, MDK, and Enter the Matrix—have generated more than \$1 billion in sales. In addition to being an award-winning programmer and designer, David is also a successful game-industry consultant, entrepreneur, and mentor for emerging creative talent.

How did you get started creating video games?

I was kind of lucky because I was in the right place at the right time. The school I attended was in Northern Ireland. They got this big computer grant when I was there, and they had no idea what to do with it. Literally, all of these computers just showed up one day. [The school administrators] were, like, "Oh, my God! What do we do with all of these things?"

[The grant] meant that I had lots of computer availability. I could play around with them. The teachers were busy trying to work out how to use them, too; it wasn't like they were all trained up or anything.

Of course, the first thing we did was start to make games, and I ended up getting those games published in magazines back when I was 15 years old.

Which projects are you most proud of?

For me, there are two things that make me happy about game development. One is if I get to program, then I'm a lot more responsible for it. So, games like Earthworm Jim or [Disney's] Aladdin I personally programmed, which means I was very, very involved. So, for me, those were really fun, and there are no excuses, really, when you're programming yourself.

I also like when games have a hook that you haven't seen before. So, our MDK game had the first sniper mode, and our Messiah game was all about possession and the fact that you could pretend to be someone else, or you could make someone kill themselves by taking control of their body. That's pretty cool. We

had our Wild 9 game years ago, where you could grab someone and stick them back in their own traps, hold them over a fire and roast them, and all that kind of stuff. [Those were] things I had never seen before that were just interesting to me.

We did a model helicopter game once simply because I had just bought a model helicopter. I noticed that the PlayStation controller had two [control] sticks on it, so I thought, "Maybe we can do it." So, I was just having fun, really.

The way I like to do it is, [come up with] a hook, an idea that you just haven't seen before. Then it's [a matter of asking] what could you do with that idea. With a lot of them you say, "Ummm, this doesn't really work. Forget about it." At other times you say, "Oh, you could do this, and then you could do that and that!" Those are the ones that generally survive.

What happened to Earthworm Jim?

I sold [Shiny Entertainment] to Interplay, and Interplay then -- and still do -- own Earthworm Jim; they never sold it on. What happened was, they started to "milk it" by doing separate licensing deals and things. So, they made Earthworm Jim 3-D. They did Earthworm Jim on the Gameboy [Advance] with Crave. It wasn't the original team doing it anymore, and that's why [the quality slipped].

Before I left Atari (which acquired Shiny in 2002), I actually did reform, for a moment, the original Earthworm Jim team. I was pretty excited about that; It was like reforming The Beatles because these guys are all successful in their own right. So, to get them to agree to work on a project again was pretty neat because they all have their own companies now. That would have been really fun to see that through. However, Atari was having some financial issues, so they couldn't do it. But it nearly happened.

Talk to us about PC cult hit Sacrifice.

[Sacrifice] was one of the highest rated real-time strategy games of all time, yet it didn't sell well. It was a very interesting but

frustrating time. It actually ended up being a bit of cult hit. We still have people contacting us. [asking], "Can you please send us the source code so we can remake it?" There's still a loyal group out there that just loves that game.

It was a very good team that made it, and the technology in the game was state of the art. It used a scalable engine, which was new for its time. If you load it up on a PC today, it looks even better. It basically creates as many polygons as your video card can handle. I used to joke, "Someday in the future, if you get a really amazing PC, this will actually drive it to 100 percent of its capacity."

We had great technology and we had a very highly reviewed game, but the result was [disappointing]. So, what it teaches you about the industry is, nothing is certain."

How do you licensed games that don't suck?

I think the trick of it, from what I've learned, is generally to find licensors that aren't too precious about their property, [ones] that are willing to think about the game first and let you just do whatever you need to do. It's a bit like when we made the McDonald's game, Global Gladiators. The McDonald's executives showed up in the office, and they were very, very unhappy about the game because they thought it should have restaurants [in which] you could buy and sell virtual burgers, which we thought was dumb. And they wanted it to star Ronald McDonald, but we didn't like Ronald. I come from the UK, where they call him Ronald "Fright Wig" McDonald [laughs]. We didn't [make the requested changes], and they were unhappy. We went ahead and released the game, and it won Game of Year from Segal So, we felt kind of vindicated. On the other hand, a lot of other developers would have had to make the Ronald McDonald game. That's actually what ended up happening; they just made another game starring Ronald McDonald, and it didn't do half as well,

Sometimes, if you attach [a game] to a movie, that's one of the hardest situations of all because then you have a very hard deadline, and the game is not as important as the movie. You're always getting things on the tail end, It's not like everyone is focused on the game, and, oh, they'll get to the movie. It's, like, oh, they'll get to the game if they have time [laughs]. Yet, the deadlines are the same. Video games aren't easy to make, so it's kind of an interesting challenge to get yourself into. The movie thing is a blessing and can also be a big problem, too.

How do you feel about Enter the Matrix's response? For the first game, Enter the Matrix, I think we just bit off way too much. We [at Shiny] had never made a PlayStation 2, Gamecube or Xbox game before. We didn't even have an engine.

You know, I blame myself. We just took on too much, making multiple engines from scratch. We didn't license anything. We developed everything from scratch, which meant that a lot of time was wasted that could have been spent on the game. I still don't regret getting the license; [the game] was a massive hit, and we made a lot of money. So did our publisher, [Atari]. I don't regret it, but, on the other hand, it was definitely a little bit too much to take on, I think.

What was it like working Wachowski brothers?

They were actually incredibly supportive, funny enough. They were very cool and very supportive, and they gave us a lot of access. The interesting thing with Enter the Matrix was that it wasn't preplanned, to some extent. So we had some issues getting access to a lot of the actors. We had to use voice-alikes for certain actors, but overall they did a lot better than you would expect. Because of the power of having the [movie] directors involved, a lot of people were very, very supportive. You know, we were all excited that we had Keanu Reaves in the game, for example. We didn't get very much of him, but we definitely got him [laughs].

I thought (the Wachowski brothers) did a really good job overall, on their end, and they did write a lot of script for it. So, to some extent, you're then playing through a script, and the script had to follow a set sequence; you must start in a post office. You must collect a package. You must go here, you must go there. We followed the storyline that they wrote.

What are your favorite consoles of the past?

I'm one of those guys who always wants the next thing. I almost get myself in trouble criticizing hardware that's out there now. It's not that I'm a complainer; It's just a case of, "It would be great If" That's how I'm always thinking.

In reality, some of the machines of the past have been great for the time. I thought the [Sega] Genesis was amazing, and it really worked for Sega; the company was number one. The minute they moved on, they lost their stature in the business. It's a bit of a shame, really. I wish Sega had kept going as a hardware maker. It would have been really interesting. I thought the Dreamcast was cool. I still have one [laughs]!

How do you explain the success of the Wii?

I think Nintendo has thrown a curveball (with the Wil). If you were a hardware manufacturer, what would you do? The price of consoles is going up dramatically each cycle. Along comes Nintendo and throws a curveball, a very successful one, by [innovating with] the controller. So, what do you do next? Do you stay in the "arms race"? Do you go controller-crazy? What happens next? It's going to be interesting, Isn't it?





- flaren fluzins

In 1981, no one imagined a professor and archeologist would become synonymous with adventure, but Steven Spielberg and George Lucas unleashed Indiana Jones: Raiders of the Lost Ark onto the movie going masses. As with any successful franchise, it was only a matter of time before console gamers. were granted the chance to don the fedora and whip. While Dr. Henry Jones Ir. was involved in a number of titles through the past two decades, very few of the titles are worth the time for collectors of high-value games, however, fans of the series can't go wrong with being placed into the shoes of the explorer in most of the series' titles. In fact, much of the series' canon and story elements can only be found in games within the series. With the theatrical release of Indiana Jones and the Kingdom of the Crystal Skull and a couple of long-awaited new Indy video games, sit back and enjoy as we unearth the console treasures of Indiana Jones' past.

Raiders of the Lost Ark (Atari 2600, Atari, 1982) – The sole game focusing entirely on Indy's debut uniquely required the use of two joysticks (one to control Indy, the other to manage inventories) and came to the Atari 2600 courtesy of Howard Scott Warshaw. The title, while hardly worthwhile to collectors today, put forth a respectable adventure with a number of rooms to explore and a handful of Easter eggs. Warshaw's work on Raiders earned him favor in creating a future Steven Spielberg-based Atari title, but we all know how that turned out.

Indiana Jones and the Temple of Doom (NES, Atari, 1985) - With Atari netting rights to produce an arcade title based on the film sequel, Indy switched gears to pure action. The full flavor of the film was brewed for the game, featuring plenty of Thuggee whipping, mine cart chases and falling suspension bridges that send Mola Ram to his doom, all accompanied by voice clips from the movie. The NES version was slightly changed to adapt to the hardware, but it remains true in theory to its decent arcade effort.

Indiana Jones and the Last Crusade: The Action Game (NES/GB/SMS/GEN/GG, LucasArts, 1989) - Creating a no-brains required offshoot to the Last Crusade graphic adventure title for computers, Indy rushes through levels pulled from the film of the same name. While LucasArts developed the title, it was published for consoles and handhelds by a number of companies from U.S. Gold to Ubisoft. Overall, the whip-and-jump title was critically panned in every conceivable category, hardly standing up to the quality adventure version only enjoyable on computers at the time.

Indiana Jones and the Last Crusade (NES, Taito, 1991) — No, that's not a typographical error — there are two distinct versions of The Last Crusade available on the NES. Talto's effort on the trilogy finale actually put forth a little more effort in bringing the film home using NES standards with cutscenes and choices that effect which order players tackle the stages. While the title made for slightly better

game play, unfortunately, it is not much more collectable than its predecessor.

The Young Indiana Jones Chronicles (NES, Jaleco, 1992) - While LucasArts had the Indiana Jones license gripped up tight, the made-for-television series depicting a younger whip-toting archeologist was turned into a couple of console titles. Jaleco obviously received some inspiration from the NES's resident whip-wielding vampire killer as The Young Indiana Jones Chronicles plays out very similar to the system's Castlevania titles. While the game fails to meet the qualities of Konami's long-running franchise; Young Indiana stands out as a semi-decent effort for NES players.

Instruments of Chaos Starring Young Indiana Jones (GEN, Sega, 1994) — With the hype of the movie trilogy five years in the past, instruments of Chaos was another jump and whip lost in the storm of poor platformers plaguing the 16-bit systems. The title does offer up a variety of choices of which stages players want to trek through, but the lengthy stages and clumsy execution of the game fails to live up to the legend of Indy. Even the NES version of the series released two years prior had better execution in its storytelling and cutscenes, which doesn't bode well for players, especially since they will have to wait six years before another Indy console title.

Indiana Jones' Greatest Adventures (SNES, Factor 5/LucasArts, 1994) – In 1994, JVC published two Super Nintendo trilogies based on LucasArts' hottest properties, so rolling out alongside Star Wars Trilogy, it's no surprise Indiana Jones' Greatest Adventures plays very similar to its Han Solo counterpart. The action-oriented whipping game play is in full effect and similar to the SNES Star Wars titles, makes good use of its source material for its graphical and audio presentation. The SNES cart gets the distinction of being the only game to wrap up the entire film trilogy in one game. However, that makes for 28 grueling levels that feature the JVC Star Wars games' brutal difficulty and some well–known moments from the films are skipped over to accommodate three storylines on one game.

Indiana Jones and the Infernal Machine (N64/GBC, LucasArts/Factor 5/HotGen, 2000-01) — Carrying on long after the movie trilogy, LucasArts began work on a trilogy of titles on its own, featuring Henry Jones Jr. Originally a PC title in 1999, Infernal Machine made its way to the Nintendo 64 in 2000, taking a page from the book of Tomb Raider to encourage exploration and puzzle solving along with the expected whipping and jumping. The title was met with mediocre reviews but hit the N64 via rental and sales online, so the Infernal Machine is one of few Indy titles that might take a bit of footwork and a cool \$20 to nab. The Game Boy Color title followed a similar suit, displaying the game's environments in a three-quarter overhead view and relying heavily on puzzles.

Indiana Jones and the Emperor's Tomb (PS2/XBOX, LucasArts, 2003) – Building on the framework developed for the Infernal Machine, Indy takes on adventure once again in this sequel that leads up to the events of The Temple of Doom. Once again, the PC and



Xbox titles led the way, making a number of adjustments necessary to the series' Sony debut on the Playstation 2 with mixed results. Having slightly better reviews than infernal Machine, Emperor's Tomb seals the vault, leaving it as the last indy game released, hovering at little less than \$20 in value. There are two new titles based on Indiana Jones and the Kingdom of the Crystal Skull (however, there is a mobile game slated to release with the title).

Lego Indiana Jones: The Original Adventures (360/PS3/PS2/ PSP/PC/Wil/DS, LucasArts, June 6, 2008) - Being constructed by Traveller's Tales, the team behind the Lego Star Wars franchise, The Original Adventures will mix the building block charm with scenes from Raiders of the Lost Ark, Temple of Doom and Last Crusade. Playing through the trilogy will uncover more than 60 playable characters such as Marion Ravenwood, Short Round, Mola Ram and more, with the familiar editor available to mix and match the characters' body parts. While Indy has access to his whip to fight, swing and solve puzzles with the unlockable characters also get moves of their own such as excavations, umbrella slides and command of monkeys. The family-friendly title will also encourage cooperative game play as the characters travel around various locations around the globe.

Indiana Jones "2007" (working title) (360/PS3, LucasArts, 2009) - The first original Indiana Jones story to involve writer George Lucas, LucasArts

has been teasing the next-gen title since 2006. The title is the first-ever LucasArts' title developed in-house for currentgeneration systems and is being developed to take advantage of NaturalMotion's euphoria technology to create real-time physics and realistic Al and will feature Digital Molecular Matter for open-ended and completely destructible environments. By Lucas' pen, the new title will take place one year after The Last Crusade amid the Nazi's attempt to conquer Europe in 1939 - a time when Indy is still In his prime and can encounter some of his most dangerous rivals and most trusted friends. While the lapse in release for the title made many anticipate its release along with the Kingdom of the Crystal Skull movie, most sources are pointing at this title releasing in 2009.

Indiana Jones (working title) (PS2, PSP, DS, ?, ?) - The press release for Indiana Jones "2007" further indicated external developers were at work on an Indiana Jones title for the Playstation 2, Sony PSP and Nintendo DS, however, not a peep has been heard about the titles in question since the original announcement.

Non-Console Indy Games; While Indiana Jones has a number of console releases to carry its lineage, much of LucasArts' attention was placed on its thenbooming adventure line of titles. Owners of the Amiga, FM Towns and Commadore 64 along with PC and Macintosh machines were able to enjoy a line of adventures not found on any other-format. Critically acclaimed graphical

adventure titles entitled Indiana. Jones and the Last Crusade and Indiana Jones and the Fate of Atlantis utilized the company's then-famous SCUMM (Script Creation Utility for Maniac Mansion) version 3 programming, which allowed for the commandlinking game play found in LucasArts titles such as Maniac Mansion, Full Throttle and Sam, & Max: Hit the Road, Gamers looking for a truly complete Indy collection will also have to seek out titles such as Indiana Jones in Revenge of the Ancients for the Apple II or PC and Indiana Jones and the Lost Kingdom for the Commadore 64. The action titles also hit a large number of computer formats with a few even touching down on the Japanese MSX platform. Not only did Indiana Jones hit arcades with Temple of Doom, but just like the raging boulder from Raiders of the Lost Ark, gamers can try their luck at handling the silver boulders housed in the Indiana Jones: The Pinball Adventure pinball table. Finally, Indiana Jones received one last PC-exclusive release in Indiana Jones and His Desktop Adventures (the game is housed on the now defunct 3.5 floppy format), Using randomly generated maps and situations, Indy was outfitted with multiple weapons for 30-minute adventures meant for casual play.

Collectors of the series should also be on the lookout for exclusive media items based on the game series. LucasArts teamed up with Dark Horse comics to produce a four-issue comic book based on Indiana Jones and the Fate of Atlantis. While a third graphic adventure was

planned and later canned along with another potential Indy game release, it didn't stop Dark Horse. from continuing the production of four-issue comic using the cancelled titles' names of Indiana Jones and the Iron Phoenix, which detailed the Nazi's quest for the Philosopher's Stone, and Indiana Jones and the Spear of Destiny, a quest to track down the sacred lance. Collectors who track down a complete copy of the early Indiana Jones and the Last Crusade: The Graphic Adventure releases will also be treated to a replica of Henry Jones' Holy Grail diary referenced in the film.

Non-Console Checklist:

Indiana Jones and the Fate of Atlantis: The Graphic Adventure (AMG/C64/PC/MAC)

Indiana Jones and the Fate of Atlantis: The Action Game (AMG/C64/PC/MAC)

Indiana Jones and the Last Crusade: The Graphic Adventure (AMG/C64/PC/MAC)

Indiana Jones in Revenge of the Ancients (AP2/PC)

Indiana Jones and the Lost Kingdom (C64)

Indiana Jones: The Pinball Adventure (Arcade)

Indiana Jones and his Desktop Adventures (PC)

Made in Japan





Best of the Worst: A Trip into the World of Klassic Kusoge

A significant chunk of North American game collectors have no great interest in acquiring Japan exclusive video games. After all, one of collecting is most compelling attributes is nostalgia and Americans who never saw these games to begin with are unlikely to develop a compulsion for imports. Fewer still seek out the most extraordinarily awful among these games that never made it to America, largely based on cultural differences or the fact that they quite simply weren't good enough.

For those fans who do develop an interest in collecting imports, they must eventually face a cruel reality: given their exotic nature, many collectors develop unrealistic expectations and are disappointed when the game finally arrives. The good news? This is not necessarily a bad thing.

In Japan, in fact, bad games actually have their own subculture and many infamous titles enjoy a loyal

following. No matter which console you're interested in, you'll discover abundant amounts of Kusoge (literally "crap games") happily waiting to be sampled for their assorted quirks and so-bad-it's-fun design touches. Of course, while most of these games aren't intentionally bad, they generally lack enough gaming meat to make completing them a satisfying experience. Not enough protein.

Of course, developers don't decide to make awful games out of the blue. While time constraints, internal struggles and cash flow can be partly to blame, you can chalk many kusoge up to a dev team's ambition outstripping things like programming skills; strong QA (quality assurance) and capable art direction. In the case of intentional kusoge, it's more acase of Japanese standards of humor being a bit more appreciative of what would be considered odd content at best by Western audiences.

Let's start with Nintendo's Famicom. One of that system's most infamous kusoge is Hot-B's 1987 RPG. Hoshi wo Miru Hito (loosely translated as Stargazer), notorious for being inferior in nearly every aspect. How had is this one? For starters, how about eye-seating maps with mismatched day-glo colors, invisible towns, random warps to unknown locations and the fact that you can actually lose key inventory items, forcing a restart from the very beginning, Even worse, the combat difficulty is skewed in favor of monsters and the lack of battery backup coupled with a password system that actually erases your progress (I) makes the game practically unplayable. While searching for some sort of walkthrough a few years back, I found out that some Japanese fans with too much time on their hands actually remade the game for Windows with 16-bit visuals, a much better inventory system and a more reliable save system. Talk about dedication!

Moving onto the Super Famicom, one of my favorite bad games on the SFC is Bishin Densetsu Zoku by Magifact, a unique mix of Mode-7 rac-

ing and 2D fighting. The game seamlessly rocks the "so bad it's good" vibe thanks to the overall outrageousness that derives from wrecking your car mid-race and flying out of the driver's seat directly into a fighting sequence. Sure, most developers of the era never seriously considered mixing driving and fighting games, this is great, mindlessly bad fun while it lasts.

While a ton of kusoge can be had on the cheap, many of these games can be a bit expensive due to low print runs and/or general demand from collectors. PC-Engine collectors might want to keep an eye out (or, perhaps, avoid entirely) Ane-San, a pricey highting game featuring tough females that look like they came from a prison movie (and not the good kind!). Chunky sprites, bad animation and hand cramping controls await anyone who snaps up this one. Baby lo is another one of those "what were they thinking?" games that's going to cost you a pretty penny just so you can play it once and put it up on a shelf where it belongs.

Although it's not as bad as some folks say, the arcade-style puzzle game Circus Lido has generally been too expensive for curious cheap-skates to check out. Nowhere near as costly, Wonder Momo has you play as a schoolgirl who transforms into a short skirt-wearing heroine that walks back and forth on a small stage kicking enemies and avoiding projectiles. Namco actually produced a couple of hit or miss PC-E games, but this one stands out as one of their least successful (yet quite collectable) efforts. Of course, no kusoge collection would be complete without a wallet hurtin' copy of Tollet Kids, a simple-looking top-down shooter that features flying feces in all manner of ship shapes. Its actually more shocking to read about so if you've got a sense of humor and enough cash, definitely track this one down.

Over on the Mega Drive, all you need to say is Zero Wing and you'll get a chuckle out of folks that haven't even played the game yet thanks to the fact that it inspired the "All Your Base Are Belong to Us" craze that exploded over the internet back in 2001. This Taopian shooter isn't really a kusoge, but the botched translation for the UK version's cut scenes generated worldwide notoriety and sent the price soaring. People were even mistakenly paying outrageous sums for the Japanese version despite the obvious fact that it didn't have that badly translated text. Definitely go for the UK version, as unlike many UK MD games, it plays on a US Genesis without a converter cart. A tiny bit more expensive (and a genuinely lousy game) is Divine Sealing, an unlicensed arcade-style shooter that's notorious for flashes of anime gal nudity between stages, it's not at all sexy and the gameplay is so woeful you'll probably want to hit yourself in the head a few times with the game box. However, given that the box is made from cheap cardboard (think late Ceriesis releases) and not the usual hard plastic, you'll only be knocking down that resale value with each blow. While the Mega CD had a mostly decent lineup during its short lifespan, I'd have to rate Cyborg 009 as a flat-out stinker. The intro and cut scenes have a nice retro look to them, but stiff controls, animation and bland visuals don't Improve the overall sense of mediocrity.

For you 3DO collectors looking for old cheese of questionable quality, I'll recommend Autobahn Tokio, a 1995 driving game with four cars, three tracks, two game modes and no redeeming features. Like many mid-'90s polygon-based games, it seems as if the developer had little to no 3D experience. You can usually find this one cheap when it does show up, so it's not a total loss. For a more worthy buy, the low print run of Short WARP (only 10,000 were produced) makes it a lot more exciting to seek out. This collection of nine bizarre mini-games and demos is a great example of intentional kusoge as seen through WARP's small staff led up by Kenji Eno, one of the more intriguing game creators out there. WARP only made a handful of "Serious" games (Denemy Zero, D2) along with a few odd puzzle, adventure or action games, but their wacky side definitely came through in the stuff they did in their spare time.

When the PlayStation and Saturn eras hit, finding kusoge became even easier, thanks to developers struggling to rush together 3D games on more powerful consoles with higher profiles. Sony launched window titles such as Twin Goddesses, Cosmic Race, Not Treasure Hunter, Metal Jacket and Exector which are all sufficiently terrible in their own ways to warrant a purchase. Interestingly enough, Metal Jacket, a "Real-Time Battle Simulator" featuring Gundam-like mechs was actually going to be released in the US at one point. Based on the facts that the game is fairly bad but its menus are entirely in English, I'm thinking this was more a decision to quickly get product on store shelves rather than release a quality game. Exector always cracks me up because it's from Arc System Works, the same folks that would come up with the excellent Guilty Gear series of 2D fighting games. This particular game is also a 3D mech shooter, but everything just goes "boom" from the moment you press Start. Music-savvy gamers might recognize level titles as variations on hard-rock or metal tunes, but the blend of overly colorful and too bland visuals, reappearing enemies and a strict time limit that will force slow gamers to replay the entire thing from the start can make for a hair-pulling experience.

Two of the best bad games on the PS One are Pepsiman and Bakusou Dekotora Densetsu: Art Truck Battle, Pepsiman is a Crash Bandicootstyle run 'n jump that's as flat out hysterically funny to watch as it is to play. Unlike the trio of Burger King games released here, Pepsiman rocks because it's not only a blast to play, it doesn't wear out its welcome; it sticks to one style of gameplay and nails it perfectly. Art Truck Battle is a wild mix of tractor-trailer racing, with both simulation and mini-game action as you play a tough Japanese trucker in his tricked out rig. The game spawned a few sequels, but I prefer the original because it was just that. One truly unique game, Asmik Ace's LSD, could be called a "false" kusoge since its quirky visual style tends to throw people off before they even play the game. The game, a "dream simulator" based on a journal kept by one of the dev team members, is an abstract masterplece that's impossible to describe without playing or seeing it in action. Anyway, it's incredibly rare, extremely expensive and comes in two versions—the standard game or in a dual disc case with a limited edition music CD. Maybe If you're good, I'll whip up an entire column on this one in the future.

Kusoge abound on the Saturn as well, but I'll stick with four for space's sake. Jung Rhythm is a superbly annoying rhythm game that's a weak Parappa the Rapper knockoff following a yappy Japanese schoolgirl as she goes about her daily routine. Despite some comic moments here and there, the musical selection ranges from bad rapping to happy J-Pop to bad rocking to worse J-Rock. The controls are erratic at best. Even worse, the characters are all unappealing and at the end of the day it works better as a party game where everyone can get a laugh at the onscreen antics. Death Crimson, possibly the worst light gun game made for the system, was at one time among the hardest Saturn games to track down, commanding prices that sometimes rose over

\$100 for a sealed copy. These days you can probably pick a used one up for around twenty bucks or so, but be prepared for a slow moving, yucky-looking time in front of your TV. Besides, the game is controller throwing hard to the point that you think your gun or pad isn't working correctly.

Speaking of shooting stuff, Banpresto's JSWAT cements the case that Japanese programmers in the mid to late '90s should have stayed far away from the FPS genre. Like Expert on the PlayStation, the game takes familiar genre elements and mangles them with poor graphics, spotty hit detection and an amusingly over the top attempt to capture the feel of a US made game or Hollywood action flick. At least Expert had a mildly competent mix of 2D sprites in a 3D environment – JSWAT's digitized characters and too tiny visor viewpoint make it look like a handheld game blown up to full screen size. Finally, I'll give Welcome House a shove into the spotlight, Imagine an 80's sitcom complete with laugh track mixed with a cartoon filled with fairly easy to spot slapstick gags. The result is as unfunny as you can imagine, but there was actually a sequel made that's not a hell of a lot better—it just looks nicer and has more explosions. Good thing developer Gust was better at building RPGs.

As far as Dreamcast games go, Sengoku Turb and Undercover A.D. 2025 Kel are two distinct shades of bad that are both worth a peek. The former is an action/RPG with intentionally childish 3D visuals while the latter is a mind bogglingly lame action/adventure. Both games are memorable for exactly the same reason Turb's offbeat look and semi-serious plotline and Undercover's sexy heroine and her detective work are both crippled by some of the most counter-intuitive controls you'll ever hate having to struggle with. Out of the two, you can actually finish Turb with a bit of work, but Undercover's overly flerce (yet dumb) enemy Al and some terrible camerawork will have you reaching for the power switch about four or so hours in.

As for PlayStation 2 games, well, a larger library means kusoge are rampant with a ton to choose from in just about every genre. Feel free to try inexpensive games such as Sky Surfer; either of the two Hresvelgr games (Gust again!); Project Minerva or the harder to find 2000 release Kensetsu Juuki Kenka Battle⁻ Buchigire Kongoull. The latter is a fighting game with anime characters going at it using construction equipment instead of fists. At least UK gamers got this one as BCV! Battle Construction Vehicles back in 2003.

Perhaps the biggest cultural difference when it comes to kusoge is its overall acceptance by Japanese gamers. While publishers on both sides of the ocean trot out multimillion ad dollar campaigns for "A" releases, It's rare to see a low-quality or budget game get much play stateside. Meanwhile, smart Japanese publishers can produce and print kusoge in smaller amounts, turning a profit from cheap titles with shorter development schedules. D3 Publisher's Simple 1500 and 2000 series of games originally started out as a budget lineup of board, puzzle, racing or card games on the PlayStation and Game Boy Advance before branching out to nearly every format imaginable. To date, the company has published budget games and reprints for every major console in Japan (except the original Xbox) and a few of their ongoing series such as The Chikyuu Bouelgun (Earth Defense Force) and The OneeChanbara (roughly translated as "Elder Sister Sword Fighting") have become cult hits amongst import fans, Since these games generally cost around \$25 - \$30 depending on which import shop you frequent (Play-Asia is a great source), you can beef up your collection without paying a premium. Granted, your collection will be packed with a chunk of "Grade B" gaming goodness (or badness, as the case may be), but as long as you're getting the most out of what you're buying, that's all that really matters.

VGC



Proto Patrol - Atari 2600 Unreleased Games

Name: Harem • Company: Multivision Programmer: Michael Case • Year: 1982

What do mystery snipers, dragons and gargoyles have in common? If you said: "Elements of a good porno game," then you're probably on the same weird wavelength as the poor soul who dreamt up this game.

The goal of Harem is to cross a multi-tlered screen full of obstacles in an attempt to make it with as many women as possible. Each level of the screen offers up a different nubile with whom to make sexy time, along with some sort of obstacle to overcome. Obstacles range from snipers hiding in bushes (no not THAT kind of bush) to dragons and gargoyles and snakes (oh mul).

Once your surrogate successfully reaches a woman, a sexually-oriented mini-game ensues.

The mini-game consists of pushing the joystick back and forth at the proper time in order to simulate the sex act. Each time you get it right, you "score" a point. However, if you push your luck too far, the woman will turn into

For a porno game, Harem is actually pretty good. The obstacles are varied, and the graphics are respectable. Unfortunately, the gameplay is rather difficult at times and clearly needed a little additional splt and polish before being released. The other problem with Harem is that the game gets old after only a few plays, dramatically reducing its replay value.

a bottomiess pit and suck you under. Boy, I bet Freud would come back from to dead for a session with the aptly-named Mr. Case.

Rating: 2/5

Name: Save Mary • Company: Atari Programmer: Todd Frye • Year: 1990

The game title says it all; the goal of the game is to indeed save Mary, a girl who has somehow got herself stuck in a canyon that's rapidly filling with water. Using only a crane and several oddly shaped blocks, the player must construct a platform sufficiently high that Mary can climb onto it and be hoisted to safety via the player's crane. The task is made more difficult due to the shape of the blocks. Not all blocks come shaped as tidy little squares and each level has its own unique set of blocks which require intelligent planning in order to successfully link them together, forming a platform to which Mary can escape.

Further complicating things, Mary begins to panic PDQ and will run back and forth around the platform. Thankfully, there are several power-ups available to help you out. Power-ups appear on the sides of the canyon and must be collected and dropped off in order to activate them. Power-ups range from the ability to briefly stop the incoming water to making Mary invincible.



Save Mary tends to get tough quickly and can easily spin out of control if you don't have a plan for stacking the blocks. Strategy and planning are the keys to success, but tarry too long and Mary drowns. Save Mary is an interesting Tetris variant with enough variety to keep gamers coming back for more. It appears that Atari had a real winner on its hands, but ultimately Save Mary came along too late to save the dying system (a system that programmer Todd Frye helped fry by creating the infamous Pac-Man for the VCS).

Rating 5/5

Name: Alligator People • Company: 20th Century Fox Programmer: John Russel • Year: 1983

Based on the really bad '50s sci-fi movie of the same name, Alligator People is an action game where you assume the role of Jane Marvin (the character played by B-Movie queen Beverly Garland in the 1959 film), the woman who must save her husband and his friends from morphing into alligator people as a result of one of those failed medical experiments that always went wrong in '50s horror flicks (think The Lizard from Spiderman). Jane must wander about an ever-changing maze and shoot each person on the top and bottom of the screen with a special Alligator antidote until they return to human form.

As Jane traverses the maze she must collect the vials of antidote and large red S's (containers of serum) that are scattered throughout the labyrinth. The vials allow Jane to cure her friends by firing them at the afflicted while the serum containers increase the potency of the antidote requiring fewer shots in order to cure her loved ones. The serum containers only appear in certain variations.



In addition to keeping an eye out for wandering alligator people, Jane must contend with the ever-changing maze itself, which includes walls that shift in and out in a predetermined pattern in an attempt to crush poor Jane. The walls can also obscure antidote and serum vials making your task all the more difficult. This moving maze adds a lot of challenge to the game, and makes an average game a bit more interesting. Unfortunately, Alligator People didn't do well enough in play testing to be released, and was quietly shelved.

Name: Ixion . Company: SEGA

Programmer: Stance Nixon • Year: 1983

Here's an oddity, an unreleased 2600 game that's actually a port of an unreleased arcade game. It appears that although Sega developed lxion for multiple platforms, it ultimately never saw release on any of them. The game title comes from the Greek legend of Ixion who was punished by Zeus by being bound to a winged wheel that revolved in the air in all directions for all eternity.

The goal of Ixion is to collect the five white squares scattered across the screen and spell out the word "Ixion" before time elapses. The game screen consists of a giant grid of 110 squares on which your ship can travel.

At the start of each level only certain squares are visible, and since your ship can only travel over visible squares, players must reveal the missing squares in order to proceed. Revealing the missing squares is fairly simple—the player must simply move the brown sphere over an empty square. The sphere (which is normally stationary) can be moved by shooting or ramming into it, which sends it bouncing around the screen revealing squares and laying waste to enemies as it goes (hence the reference to Ixion's flying wheel).

Also moving around the game grid are enemy drones, which will attempt to destroy your ship. Unfortunately, the drone shots also destroy tiles, making your path much more difficult to traverse. Thankfully, the drones appear to be bound by the same rules regarding travel over tiles that you are, so there is no unfair advantage. Enemy drones take only one shot to defeat, but will take out the tile they occupy when they explode.

It is unknown why Ixion was never released, but it was around this time that Sega Enterprises (the American arm of Sega) was sold to Bally. After this sale, all of Sega's 2600 titles were Bally Midway arcade games (Tapper, Spy Hunter, and Up n Down). It may have been felt that only well known arcade games would sell well enough in the competitive 2600 market, or perhaps Ixion simply got lost in the switches? Whatever the reason, the 2600 world was robbed of one of the most original and entertaining titles to grace the console.

Rating: 5/5

Name: Lord of the Rings • Company: Parker Brothers Programmer: Mark Lesser • Year: 1983

If there was ever a prototype whose existence was doubted by most members of the classic gaming community, it was Lord of the Rings. So imagine my surprise when not only did the prototype turn up, but it was nearly complete! How could one of the most sought-after prototypes remain hidden for so many years? Was it worth the wait? Did it five up to expectations? Would Tolkien fans have a reason to keep on living? The answer to these questions is a resounding "sorta".

The goal of the game is to travel from Hobbitton to Rivendell in as short a time as possible. You will be pursued during this quest by the deadly Nazgul (Ring Wraiths), who will attempt to kill you and capture the Ring. Along the way you can meet various characters from the book, each of whom will help you in a specific way (speeding you up, pointing you in the direction of other party members, etc.). While it is not necessary to find any of these characters, they do make the game much easier.



As with any adventure game, the hero (Frodo) can only take a set number of hits before he dies. As Frodo, you can be wounded in one of two ways: getting hit by the Nazgul or waiting in the forest for more than four time units (each day consists of 16 time units). Unfortunately, there is no way to heal yourself, but the various characters can protect you from the Nazgul. Over the course of the day the sun will slowly set and the sky behind the hills grow darker until night falls. During the night the Nazgul become much more active and will speed up considerably, to the point where they can outrun Frodo. The longer the game lasts, the faster the Nazgul become, speeding up a bit each day. If you fail to reach Rivendell within seven days, the game ends.

So what about the One Ring to Rule Them All? While this piece of enchanted bling is present in the game, it is not particularly useful other than for hiding from the bird spies (at the cost of speeding up the Nazguls) so it's best to use it sparingly.

To use the ring, press the fire button while on the road, forest, or in open land. You'll know you have the ring on as your character will turn gray and a tone will play.

All in all Lord of the Rings isn't bad, and it's pretty complex for a 2600 game. The real problem here is the fact that LOTR is boring! All you do is run away from things until you reach Rivendell, and there's no way to defend yourself. This is an unfortunate side-effect of basing a video game on a fantasy novel. Having Frodo take out his sword and slice the Nazgul in two just wouldn't fit with his character. In short, although the game turned out to be average, we can at least finally close the book on one of the greatest proto-type mysteries of all time.

Proto Patrol

Name: Kabobber • Company: Activision Programmer: Rex Bradford • Year: 1983

Kabobber is just one of those games that defies classification. Looking a bit like a cross between Q*Bert and Frogger, Kabobber is a game as strange as its name. Since no instruction manual was ever produced for it, we can only guess at what the storyline might have been. The website AtariAge hosted a contest to come up with a story and manual that best fit the style of the game. The winning story tells the tale of greedy Princess Buvsky who is attempting to devour the rainbow energy source of Kabobberland. You must take your army of Buvskies and attempt to catch Princess Buvsky before she can reach the rainbow on the other side of the screen. Along the way you must contend with the dangerous Kabobbers who are attempting to eliminate your rescue party.



The basic gameplay of Kabobber is very simple; the player must hop on the enemy before the enemy hops on the player. To help you gang up on the enemy, the player-character is given command of an army of Buyskies. Your Buysky troops appear in each of the squares immediately surrounding your character. When first summoned, your Buyskies are only babies who must first conquer an enemy Kabobber to be promoted to full strength. Baby Buyskies can only conquer the green Guyskies and are crushed by all other enemies, so you must protect them until they attain full strength. You are given a limited number of baby Buyskies (displayed at the bottom of the screen), although you can gain extra Buyskies by conquering enemy troops. Your army moves with you in a square formation, so the more troops you have on the screen the bigger target you make. On the other hand, the more troops you have the more enemies you can crush, and you'll have less chance of being totally annihilated by a rampaging enemy mob.

As the boards progress, the enemies become faster and more numerous, and Princess Buvsky moves more quickly toward the rain-bow's end. The game ends once all your troops are lost or Princess Buvsky reaches and chows down on the energy rainbow. On later levels, it's all about strategy. Simply jumping non-stop towards the Princess won't cut it anymore; you must carefully decide which enemies are worth conquering, and which are best left alone. Don't ponder these issues too long, however, as the hungry Princess keeps her eye on the prize.

Kabobber is an excellent action/strategy game that would have fit in nicely with Activision's other offerings. It is unknown why Kabobber was never released, but the 2600 could have used more fun and highly original games like this.

Rating: 5/5

Name: Boggle . Company: Atari

Programmer: David Crane • Year: 1978

In the early years of the 2600, Atari attempted to appeal to a wide range of gamers by forging software from many different genres. One of these genres was board games, which was fertile ground for many start up programmers. It appears that Atari was also toying with the notion of releasing a game based on the then best selling word game, Boggle.

The rules of the original non-electronic Boggle are quite simple. At the start of each game, a 4x4 grid of letters is randomized by a player shaking a domed container of cubes with letters on them. Then each player attempts to see how many words they can string together from the available letters.

Although it may not offer much in the way of graphics, the 2600 does a fairly decent job at creating a presentable game of Boggle. Each player takes turns selecting letters via the joystick and when the player is done they simply press the fire button. Then the second player will begin their turn (indicated by the word GO below the player's score). Each player has 99 seconds to form as many words as they can.

Unfortunately, due to the limitations of the system, the 2600 is unable to check if the word you just selected is an actual word. Other limitations include being able to reuse the same word over and over again, as well as the ability to use your opponent's words. It would have been nice if there was some sort of basic spell checking, but this would have been impossible to implement with only 2K of ROM available. It is assumed that the 2K ROM also prevented the implementation of a computer opponent, which would have made the game much more interesting.

It is unknown why Atari decided not to release Boggle, but given its limitations, the reason may be self-evident. The two-player-only limitation and lack of a spell checker alone may have 86'd it, or perhaps poor feedback from focus groups or even licensing issues could have been behind its disappearance. Whatever the reason, Boggle is an interesting glimpse into the early years of the 2600 and the games that could have been.





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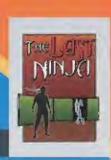
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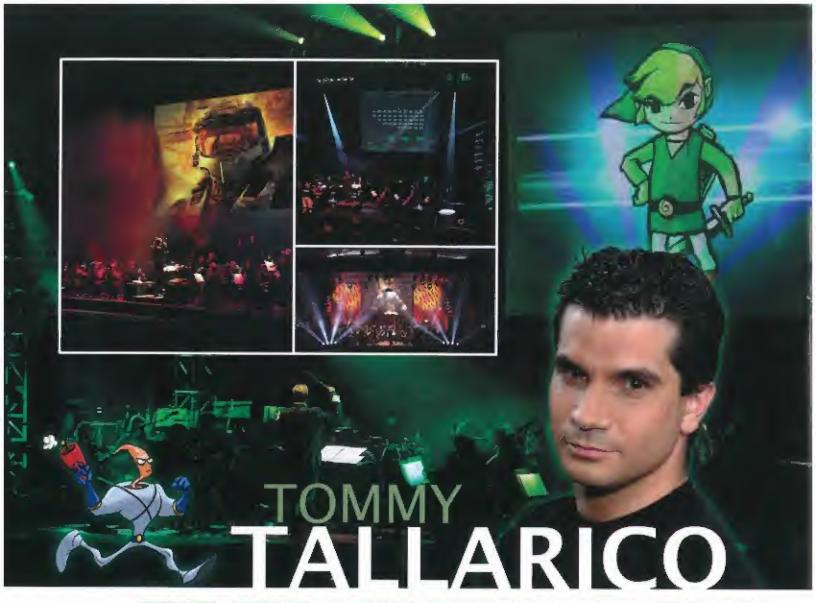




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THE MAIN. THE MUSIC

Tommy Tallarico has been writing music for video games for more than 18 years. He has won more than 35 industry awards and has worked on over 275 game titles that, to date, total sales of more than 100 million units and over four billion dollars in revenue. He is considered the person most instrumental in changing the North American game industry from bleeps and bloops to "real" music that is now appreciated worldwide by millions of fans. Tommy is also co-creator of Video Games Live, an internationally-celebrated touring audio-visual concert experience celebrating video games.

(source: www.tallarico.com) - Interview by Gary Mollohan

On performing at Spike's video game award show:

We did 29 shows in 2007, and [the award show] was the last one. We almost did it the year before, in 2006, but I think we were touring in Brazil at the time and couldn't make it back. It was really cool to play with Kidd Rock and Foo Fighters, and we got a lot of positive feedback from people, too. A lot of hardcore game fans [said], "You were the best part of the show! How come they didn't have you on more?!"

On explaining Video Games Live (VGL) to others:

That's always been the hardest challenge for us, in creating and marketing the show— telling people exactly what [Video Games Live] is. It's very much a word-of-mouth [phenomenon]. Even though you see it on TV or you see [video clips] on the Internet, until you're actually there during one of our shows and see the way that we present it ... you know, with all the synchronized videos, and lights, and the lasers, and the stage show production, and the interactivity with the crowd. The way the crowd gets into it is something that's really the kind of magical [experience] that you can't explain in one line.

I always compare us to Cirque du Soleil. You were probably like me; the first time you heard of Cirque du Soleil you might have been, like, what the heck is it? It was only until you saw it with your own two eyes or somebody really close to you explained in great detail what it is that you understood it. It's the same thing with Video Games Live. The reallty is, it took Cirque du Soleil about seven years to really catch on. We are only in our third year of touring now, but we are really excited about the possibility of this thing becoming a household name. That's why we designed the show the way we did – to hit the mainstream audience. We're not interested in just playing symphony music on a stage for hardcore gamers.

On the 'goal' of Video Games Live

The whole goal of Video Games Live from the beginning was to show the world how culturally significant and artistic video games have become. In order to do that, in order to grab those families and older people and people who maybe didn't grow up on video games, [we try to] put on a fantastic show. And that's our whole mantra: You don't have to know a darn thing about video games to come to the show and really be blown away, and

the success and the growth over the last couple of years has been testament to that. You know, half the people who go to our show are families. They are non-gamers.

On what separates VGL from similar shows:

There are some other touring game concerts out there, and that's great. As a game composer for 18 years, I want to see as many of these things out there as possible. But I think what really makes us unique and the reason we're having the most success is, we're going beyond the hardcore Final Fantasy lover and grabbing all of the mainstream folks as well.

On performing with the VGL orchestra:

We're just launching our new show (in February). That's why I'm so crazy hectic, working 20 hours a day just to get everything done. In the new show, I grab a guitar toward the end of the show and play with the symphony for four or five songs. I play on Final Fantasy, Halo, Sonic [the Hedgehog] and a bunch of stuff.

On taking the show international:

In 2007, we went to Korea, New Zealand, Spain, Brazil, London and all over the U.S. and Canada. This year we're going to Taipei, Taiwan, China, Korea, and all over Europe. We're doing Germany; we're opening the Leipzig Games Convention. We've got a lot of really fun stuff planned. We're closing the Game Developers Conference in San Francisco [in March]. We're opening Comic Con in San Diego; we're playing right there on the water behind the convention. We've got fireworks and everything! We're doing Dragon Con in Atlanta. We're doing Gen Con in Indianapolis. We're even playing a 7,000-seat bullfighting ring in Mexico [laughs]!

On finding time to compose for games:

I've kind of put that on hold. I've taken a couple of [Nintendo] DS projects here and there, but nothing major. When you work on a game as big as Advent Rising, for example, that took two years to complete and a lot of time and energy. I've kind of put [composing] on hold for now while we grow Video Games Live... I take a couple DS projects here and there because they are simpler titles and they don't need 60 minutes of live orchestra music.

On his favorite work over the years:

Earthworm Jim was always a big cult favorite. I worked on the original Prince of Persia. That was first game I ever worked on! Disney's Aladdin was the biggest selling game of 1993, I believe. Cool Spot, the 7-Up character, was a big hit. I did a little work on 7th Guest, so those are some of the older ones. Moving into the '90s, I worked on the original Tony Hawk's Pro Skater, Metroid Prime, Spider-Man, the James Bond games, and the Madden football games, as well.

On composing for 8- and 16-bit systems:

I would say it was challenging, not frustrating. It's fun to be challenged and try to work out, you know, how can I make this song that I wrote sound really good on the Sega Genesis or the NES? But, again, when I was working on games like Earthworm Jim, Global Gladiators, Cool Spot, Terminator, and all these games, it was a wide-open field in terms of the stuff I was doing back then. You know, nobody else was doing [those things]. I was using samples from within the music and using a lot of voice samples. I was able to convince the publisher I worked for, Virgin Interactive, to spend a lot more money on the cartridge so that I could get more space, so that it sounded Incredible. Sound and audio for games back then was a total afterthought. [Publishers] were, like, "We're out of time. We're out of money. We're out of cartridge space – just make some sounds."

My whole thing from the beginning was always about, "Let's budget for this at the very beginning of the project because it's so important." So, I ran a bunch of tests, and I would let people hear music that I would do on the Genesis. They would listen to it, and they would say, "This is coming out of the Sega?!" And I [would reply], "Yes, if I can get the space, we can get this kind of quality." So, it was an education process for everyone, and we still run into it these days. It's just on a bigger level. Now we're trying to convince publishers to spend half a million dollars on a great live orchestra and a 100-person choir [laughs]!

On the popularity of Guitar Hero, Rock Band, and other music games:

I think it's great for two reasons. One, it's ushering in a whole new type of person to play video games. You know, a lot of people who

are getting on Rock Band or Guitar Hero III or Karaoke Revolution normally don't ever play video games. It's kind of like what Nintendo is trying to accomplish with the Wii, but Guitar Hero and Rock Band are going beyond that. You know, people get super excited and jump all over.

So, that's the first thing: getting a bunch of non-gamers out there to play games. The second thing is, it's introducing all of this great classic rock music to a whole new generation of people. Our agent at William-Morris, for example, has a six-year-old kid. He came running home one day and said, "Daddy! Daddy! I was just over at my friend's house, and we were playing Guitar Hero. There's this group I've never heard of before. They're called Van Halen, and I want to go get their album." Whereas if you were to have a six-year-old kid in your car, and you were to put in your Van Halen album and say, "Hey, son, this is the music I listened to when I was a kid," they'd roll their eyes and go, "Oh, God, Dad — Come on!"

On whether or not Rock Band or Guitar Hero capture the feeling of playing live music:

Absolutely! They really do! That's why those games are so successful; they really empower you, the player, to have that feeling and that dream [of being a rock star]. And this is coming from somebody who does perform on stage to 10,000 or 11,000 people.

Then there's the way those games bring together friends and create a sense of community, too. Over the Christmas holiday, all of my friends came over and everybody was playing Rock Band. Everybody had such a good time playing and making fun of each other and doing crazy stuff with all of the instruments. So, it's really a good community thing, as well.

On licensed versus original music in games:

It's analogous to films. For instance, John Williams creates the original music for Star Wars. You would never expect Star Wars to have licensed music. You'd flip out, right? The same thing goes for Raiders of the Lost Ark or Jaws. But then you have other films like Spider-Man or The Matrix, for instance, which have great, original underscore music but also use licensed music, as well.

For racing, sports, and driving games, I prefer licensed music all the way. In fact, when I worked on the original Tony Hawk's Pro Skater, they asked me, "Do you want to write the music?" I said, "No, I'd actually rather just license it. Why have me rip off alternative/punk/ska tunes when we can just go to the bands and license [their music for use] in the game?" I'm absolutely all for that. But for the next Tomb Raider or Halo, you wouldn't want to hear licensed music all the way through [those games], but maybe you throw it on the credits at the end of the game, just like they would do in a film. Again, there's a time and place for everything.

I don't see that as competition; I think it heightens the quality of the industry. A lot of bands are now creating original music or debuting their music in video games. I've always said that video games have become the radio of the 21st century.

On writing music for games as opposed to movies:

The problem with film and TV composers is that their creativity is completely boxed in and limited by the linear media. So, even when the great John Williams sits down with George Lucas, George tells him, "OK, at 50 seconds the Death Star blows up, so your music has to do this. Then, at two minutes, Darth Vader walks through the door, so the music has to do this [other thing]." [John] has got to write that way. It's post-production. It's background music because story is the biggest element of a film, whereas in video games, action is the biggest element.

A designer will come to me and say, "Hey, here's the deal - we have 100 guys with swords on horseback, all coming to kick your ass. Write me a three-minute piece of music!" Then our minds can go crazy, and we don't have any barriers at all. Now we can just take the emotion and drive the action. I call it "foreground music."

It's for all of these reasons why I say that if Beethoven were alive today, he'd be a video game composer. He wouldn't be a film composer; he wouldn't want to be strangled by the inability to express himself perfectly in the film.

Fighting With Animé - Kristing Potts

The early character-based fighting games that conquered the gaming world in the wake of Street Fighter II relied on manga staples and cultural icons to fill its early games. But because fighters make ideal spectator, as well as competitive sport, developers immediately found a strong affinity for the visual impact and powers possessed by characters from the world of anime. Thus was born fighter-based anime, and its success has varied just as significantly as those of players in arcades, from lauded accomplishments to horrendous failures.

It should come as no surprise that the biggest fighting franchise in the world is also the most prolific producer of anime offspring. It all began with Street Fighter II: The Animated Movie, which, thank heavens, is not the utter travesty its live-action counterpart represents. In fact, it almost makes up for that disaster, as it's one of the finest pieces of animation related to any game. Created by the studio Group TAC, the art suits the style of the game to a T and possesses a level of detail and realism uncommon for its era. Even better, the animation is silky smooth, producing some of the best head-to-head combat ever seen in anime.

The lengthy fights are the focus of the film, yet they never drag on or sacrifice plot. Words are used sparingly but always to the greatest effect and the whole cast is represented well without giving the feeling the lesser characters are being crammed in. The film's only flaw is the odd music as the American release. replaced the original score with songs by popular bands of the time such as Korn and Alice in Chains, but then the original soundtrack's out-of-place Japanese pop is equally awkward. After the success of the movie, Street Fighter was treated to much more anime but none could meet the standards set by the first anime, despite Group TAC's continued involvement. Street Fighter II V is a 29-episode television show similar to Disney's film-to-TV transitions - It has all the same elements but ultimately falls flat. While it's an entertaining enough romp, the low-budget conversion lacks the impressive fighting as well as the gripping storytelling.

The studio was also employed for Street Fighter Alpha: The Movie, but you'd never guess It by the Jame animation using cheap tricks to felon movement. Canon is thrown out the window as the plot is centered on unappealing original characters who are not helped by an incompetent script and a storyline that unravels before our eyes as it struggles to represent the cast in a cohesive fashion. While the new art style is fitting for the Alpha series and the sound is more natural, fans are left wondering what went wrong. The mediocrity continued with Street Fighter Alpha: Generations, Group TAC is out of the picture, and this movie's peculiar art style, which ranges from moderately ugly to downright grotesque, clashes with the look of the game. Though it may lead you to believe otherwise, Capcom has more than Street Fighter under its belt, and a few of its other properties have also received the anime treatment. Night Warriors: Darkstalkers' Revenge is a direct-to-video series that falls short of the Street Fighter II movie, but still remains a reasonable success. The art is largely good and the fight scenes do a decent job of reflecting the games. The creators do, however, show desperation in trying to squeeze the whole cast into a mere four episodes and the plot suffers as the focus jump cuts from character to character.

Capcom demonstrated that it learned its lesson with regard to cramming too many characters into too few episodes by making Power Stone a full 26-episode TV show. But while Power Stone is faithful to its colorful source material, most fans will likely be put off by the child-targeted Pokemon treatment it received. The art is blocky and simplistic, barely displaying the traditional elements of Japanese animation, so it would be just as easily at home with the cheap American anime rip-offs dominating Saturday morning cartoons. The over-the-top voice acting and corny pop culture references are groan inducing and the entire plot can be summed up as: "Gotta catch 'em all! Pow-er Stones!"

If one, single person could be called the king of fighter-based animation, it would be character designer and director Masami Obari. He began his career of bringing games to television and the silver screen with a trio of movies based on SNK's Fatal Fury. While none are especially remarkable, they still do justice to everybody's favorite "lone wolf." The first two, Fatal Fury: Legend of the Hungry Wolf and Fatal Fury 2: The New Battle, were broadcast as TV specials faithfully re-telling the stories of their respective games, with a smidgen of new material to liven things up. The first film possesses a refreshing straightforwardness in that the initial goal never waivers as the central focus, giving it a strong "game-y" feel. The sequel heightens the drama, suitably matching the second game, and the art slightly improves.

The final film, Fatal Fury: The Motion Picture, was a theatrical release and the big budget shows, However, Obari's unusual style reveals itself most clearly here and the shiny, angular faces are a far cry from SNK's signature designs. While this is the longest film of the trilogy, it wastes far too much time on annoying new characters and their storylines, resulting in much of the cast being tossed in with no rhyme or reason.

Unfortunately, Obari's other work didn't fare as well. Voltage Fighter Gowcalzer was a sub-par game lost in a sea of better competition yet it somehow received an anime adaptation, perhaps due to the fact that Obari was the game's character designer. Whatever the case, what a flaming wreck it is. This is the worst of the featured fighter-based anime and would be a gross insult to fans if the game itself had any redeeming qualities.





The animators feebly attempt to mimic Obari's designs and the plot is nothing short of incomprehensible, with random philosophical ideas seemingly sliced and diced in a food processor rather than a word processor. The characters possess the collective IQ of a baked potato. Even the sound effects are lacking. The entire film exists as nothing but an excuse for gratuitous shots of the girls, so it's exploitative on all accounts, Battle Arena Toshinden suffers from many of the same flaws but to a lesser degree and at least it won't leave you sick to your stomach. Fatal Fury and Gowcaizer weren't the extent of Neo Geo representation; as nearly every major '90s SNK franchise got animated. Art of Fighting is one of the poorest, with horrible art and a moronic plot putting to question the creators' familiarity with the source material. Ryo and company must have enjoyed a hair-dye party before their cat babysitting began and worst of all, the coma-inducing scuffles barely resemble the in-game fights: Atleast the dubbing produced some unforgettable lines such as: "Not wearing shoes is part of our training!" Trouble comes in twos, as Samural Shodown: The Motion Picture is, at best, only marginally better. The art is nearly as poor and this time it goes beyond hair color to random gender changes, Joy.

All things considered, we may be fortunate The King of Fighters remained untouched during that era. However, long past the height of game-to-anime conversion, a short series called The King of Fighters: Another Day was produced. Coming from Production I.G., already famous for their gorgeous FMV contributions to countless games, the series consists of four episodes, roughly six minutes apiece. With no time to focus on plot, it's unashamedly flash over substance but that's not necessarily a bad thing. Each episode is focused on one masterfully choreographed fight with magnificently fluid movement and, best of all, it didn't cost a dime as each episode was available online or as a promo with the purchase of The King of Fighters 2006.

Capcom and SNK may dominate the fighting side of the industry but that doesn't stop others from trying. Taito's Psychic Force was barely a blip on the radar in America but the Japanese enjoyed it enough to warrant a two-episode release. which is essentially what you'd get if the X-Men cartoon was produced in Japan and they never actually did anything. Psychic Force is too short for its own good so while the art resembles the game, fighting is nearly nonexistent. Far too much time is devoted to the back story of Burn and Keith's friendship and from there it never goes anywhere except into levels of awkward innuendo that would make Bert and Ernie blush.

Tekken, on the other hand, is as big as 3-D fighters get. So, naturally, Namco wanted a piece of the anime pie and to this day fans curse the existence of Tekken. The Motion Picture. The story holds itself together reasonably well but every other aspect negates what little hope it had. The dubbing is horrendous, the art is terribly inconsistent, fighting is sub-par and, once again, we have replaced the original music with a soundtrack featuring bands such as The Offspring. Tekken does contain some unintentional humor that is

simply beyond words, like Heihachi catching a hatchet in his teeth. For a series that is intentionally comedic. Virtua Fighter is surprisingly entertaining and overlooked, not unlike the games. It succeeds by never taking itself too seriously but sadly only 24 of 35 episodes ever saw a U.S. release. Fighting game anime often gets a bad rap from fans and the press alike, which isn't wholly undeserved considering all the rotten eggs in the bunch. However, there are a handful of exemplary exceptions that truly capture the mindset of why fighterbased anime was created in the first place. At the very least, they bring back visions of a bygone age when arcades surged with life, swamped with kids willing to put their allowance and street cred' on the line, all for the sake of seeing who would come out victorious after all the head-to-head, blood-pumping mayhem was over. Ah, i can almost smell the sweat and Cheetos right now...

VGC



Putting the Video in Video Games A Look Back at the History of FMV in Video Gaming

- Michael Thomasson

The first use of full motion video (FMV) as a full-scale gaming format was created in partnership between vector graphics
coin-op experts Cinematronics and former Disney animator Don
Bluth. Released in 1983, Dragon's Lair was the first video game
that looked like a quality animated cartoon, but it was essentially
a timing exercise that displayed success and failure sequences
stored on laserdisc in accordance with the player's ability to
press an action button within the allotted time. Thus, nebbish
knight Dirk the Daring became the first star in a cycle of FMV
games that dominated the mid '80s and permanently altered the
arcade landscape.

Full motion video games, for those that may be unfamiliar with the genre, feature animated or live action video footage instead of the traditional video game format consisting of graphic sprites. An early attempt to provide gamers with interactive movie and cartoon-based experiences, the very appeal of FMV

ultimately served as its downfall. The games required not only extensive, state of the art R&D, the coin-ops themselves were prohibitively expensive for most arcade game operators since each machine had to contain an operating laserdisc player (an item that sold for approximately \$1,000 in '83). Moreover, the linear nature of most FMV games allowed players limited control over the experience and led to software that many gamers felt was ultimately unsatisfying.

In the beginning, Dragon's Lair and FMV in general was perceived by many in the coin-op industry as salvation from declining sales. Given FMV's quantum leap in graphic prowess as compared with traditional low-resolution, sprite-based graphics, the new technology seemed like a no-brainer. However, all of Dragon's Lair's glitter did not lead to the gold mine operators

imagined. For most arcades, which could only afford one Dragon's Lair unit, they used the game primarily as a draw to lure interested players inside, where they could kill time while awaiting their turn to play by dropping quarters in the "old" games.

While it is arguable that game play suffered in this format, FMV introduced the idea of integrating actual film footage into the gaming universe. During FMV's brief day in the sun, the format often drew upon star power, with celebrities such as Mark Hamill, Dana Plato, Deborah Harry, Malcom McDowell and Corey Haim, appearing in various FMV games. This trend toward the use of name actors to voice (and sometimes physically model for) roles in video and computer games continues in contemporary software more strongly than ever.

FMV also gave seemingly eternal life to the use of cut scenes in games employing standard computer-generated graphics. This was especially prominent in games based on actual films (such as Virgin Interactive's Demolition Man for the 3DO).

After Don Bluth's amazing animation attracted crowds and even news crews into the arcades with Dragon's Lair and Space Ace, a score of coin-op companies jumped onboard the FMV Express. Sega, which would become a major player in the home console version of the FMV wars many years later, released several well-regarded coin-ops, such as Astron Belt and Bega's Battle. However, while Sega Jumped into the FMV mix early on, its games were plagued by delays and turned up at several coin-op trade shows over a discouragingly long period of time before ever reaching an arcade. While most early FMV titles made use of traditional hand-drawn cel animation, a few featured actual film footage sometimes juxtaposed with computer graphics such as Us Vs. Them, Mach 3 and even an Atari FMV coin-op licensed from the Clint Eastwood feature film, "Firefox."

In the mid80s, Hasbro formed a partnership with Nolan Bushnell's Axlon (one of the many companies Nolan created during this period; he later changed the partnership company to Isix) to develop a VHS-based FMV game system dubbed the Control Vision, internally codenamed NEMO (this supposedly stood for "Never Ever Mention Outside"). The tech involved a switching circuitry that could make quick transitions from one sector of a

video tape to another but the system was never released due to the fact that Hasbro could not get the unit price low enough to take to market.

The premature death of the Control Vision did not prevent VHS FMV games from becoming a reality, however. In 1987, Worlds of Wonder, the maker of the popular Teddy Ruxpin animatronic teddy bear, unleashed the Action Max VHS-based videogame system on an indifferent public. The system, which required the player to affix a sensor to the television via a suction cup, allowed the player to shoot targets that flashed onscreen with a light gun while the console kept score. The system was an utter retail failure with only five interactive games being published before its timely demise.

The Action Max wasn't the only way to play FMV using a VHS player, of

course. There were dozens of other standalone games, such as the popular Clue VCR Mystery Game and a bunch of trivia and sports games that required no system to play at all, just the VHS game, a television equipped with a VCR, and someone willing to give it a shot.

Live-action laser disc games made a triumphant return when Mad Dog McCree, a western light gun shooter, was released by American Laser Games (ALG) in 1990. ALG, originally known as ICAT (Institute for Combat Arms and Tactics), created the interactive Jaser disc system to train police officers, and later converted the technology for coin-op use. In the four ensuing years, ALG released nine more laserdisc live-action FMV games, including Who Shot Johnny Rock, Crime Patrol and Space Pirates. All ten titles were later converted to several home console gaming systems such as the Philips CD-I, Sega CD, 3DO and DVD formats for use on the PS2 and X-Box consoles.

In the early '90s, the personal home computer introduced CD-ROM media, and as a result many FMV games such as Voyeur, The 7th Guest and Phantasmagoria appeared in the new medium. The first console CD-ROM game peripheral marketed to the home consumer was the CD-ROM attachment for the Turbo-Grafx-16 (NEC) in 1990. Two very notable FMV games premiered



on NEC's CD-ROM add-on: Sherlock Holmes Consulting Detective and its sequel, SHCS Vol. II, both created by popular adventure game publisher ICOM. These games were later republished on the Sega CD, home computers and finally in 1990 for a standard DVD player.

Phillips released the Compact Disc-Interactive, also known as the Phillips CD-I, in 1991. It was a marketed as a multi-media machine that, with the installation of the Digital Video Cartridge, allowed it to run MPEG-1 compressed movies or FMV games, such as the laserdisc coin-op favorite Mad Dog McCree and Escape from Cyber City.

By the early '90s, full motion video was all the rage again. Sega touted it as bringing video gaming "to the next level" and put its money where its corporate mouth was, investing heavily into the genre with the Sega CD format, released in 1991. Sega believed so much in the future of the genre that it even opened its own movie studio to produce content solely for full motion video games.

The Sega CD released more FMV games than any other format. Surprisingly, it launched with two FMV games originally created for the unreleased Hasbro Control Vision by a company that now called itself Digital Pictures and specialized in FMV. Both games, Sewer Shark and Night Trap, had languished in limbo since the NEMO was 86'd so they didn't exactly represent state of the art in terms of FMV game design. However, Night Trap, with all of its realistic video imagery and storyline involving then-notorious actress Dana Plato as one of a group of co-eds menaced by a cadre of vampire-like monsters at a slumber party, became the catalyst in the creation of videogame rating systems, culminating in the formation of the ESRB that now governs the industry.

In early 1993, Pioneer Electronics released the LaserActive system, which played FMV games such as Pyramid Patrol via laserdiscs, in a throwback to the games like Dragon's Lair and Space Ace that launched the FMV genre in the arcades. The system used MPEG-1 full motion video, a format first implemented by CD-ROM drives housed within personal computers. It could also play TurboGrafx-16 CD-ROM and Sega CD games with the proper hardware expansion modules installed.

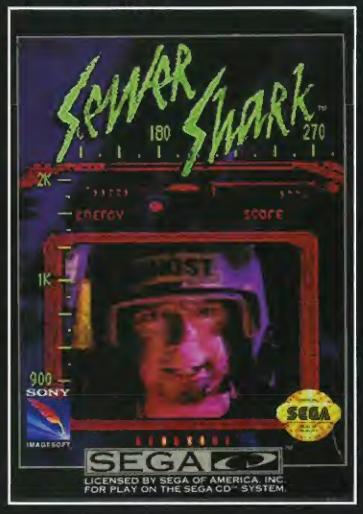
The 3DO Multiplayer, released in 1994, was the first console released with MPEG-1 capability built into the box. No additional hardware such as Digital Video Cartridges were required.

The motion picture industry even attempted to cash-in on the craze in 1995 by screening "Mr. Payback," a film starring Christopher Lloyd, in which select theaters equipped seats with a simple voting device that allowed the audience to determine in a democratic manner the film's next branching path.

Capcom and Digital Eclipse seried to be tempting fate in 2001 by releasing an interactive version of Dragon's Lair on the Game Boy Advance. But despite a few shortcuts such as some audio being dropped, the quality of the title on a cartridge format was very impressive.

While not interactive, in 2004 Majesco released over two-dozen Game Boy Advance Video cartridges featuring many popular animated cartoons including "Sonic X" and "Teenage Mutant Ninja Turtles" and even theatrical releases such as "Shrek" and "Shark Tale." The 32-256 MB cartridge format was very limited in size, so the video quality suffered, so only animated features, which could be compressed more easily and more effectively than traditional video appeared in this format.

Sony released full feature movies and a handful of television shows on a new format known as the Universal Media Disc (UMD)



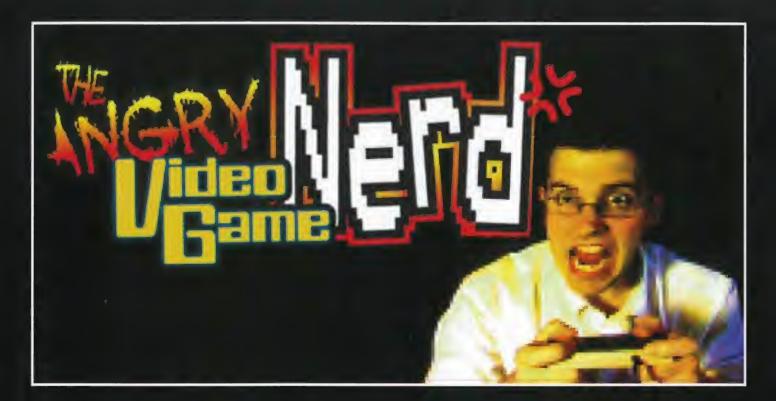
in 2005 with the launch of the Sony Playstation Portable handheld gaming platform, The UMD was not very "universal" since it was a proprietary optical disc format that only played on the PSP.

More recently, it should be noted that the DVD release of the theatrical movie Final Destination 3 allows you to choose the fate of the movie's characters.

Many modern games still pay tribute to the limited control structure founded by FMV titles, though the higher speed machines allow for much less clumsy transitions. Popular titles such as Shenmue, Sword of the Berzerk, the Bee Movie Game, and even the God of War series all implement an exponentially more fluid evolutionary model based on the quick-action control scheme originally unveiled in Dragon's Lair.

VGC





James Rolfe, better known as the Angry Video Game Nerd, is a celebrity for the YouTube Generation. Even with his over the top, profanity-riddled reviews of classic console games his love of classic gaming still shines through. In between creating new films for his website www.CineMassacre.com and releasing the Angry Video Game Nerd DVD, the surprisingly mellow film-maker was kindly enough to sit down with VGC for an exclusive interview.

Early works and background:

I went to film school, but I think no matter where you go or seek education from, most of what you do is self taught in some way. I don't know why anybody would want to make movies, because It's such a tough craft. But obviously, I'm not the only one. It takes so much time of your own and often requires the commitments of others. Not to mention, it can be very costly. Basically, i started making movies, just by doing them, with whatever technology and resources I had available at the time. First, I was using Super 8 film, then VHS, while editing with two ordinary VCR's and eventually shooting on Digital video with computer editing programs. "CineMassacre" refers to the do-it-yourself attitude I have. No outside funding, no rules, not having to answer to anybody, just "massacring" the conventional sense of filmmaking. I never thought of this as being very unique. Lots of people grew up making home made movies as I did. But I noticed most of my fellow students took a lot more steps around their film projects, such as renting expensive equipment, scheduling many pre-production meetings, fund-raising, and doing lots of extra work that may make a film look more polished and more professional looking in the long run. But what really matters the most is if the story engages the viewer. It doesn't matter what goes on behind the camera. What's most important is what happens on the screen, the final result. So I've always worked a lot quicker and jumped into projects with nothing but my gut instinct. I've made over 200 films, no joke. And most of them are pretty bad, but there's some I'm proud of what I accomplished with the given

circumstances. The Jersey Odysseys and The Deader the Better came out well, but I haven't made my dream film yet.

On being a "critic":

I never really considered myself a critic. I consider myself a film-maker. The word "critic" usually means to condemn someone else's work. To criticize. My AVGN videos deconstruct games and

point out every flaw they can, but for the sake of entertainment. While lots of the games are

genuinely bad, my reviews are sort of loving tributes at the same time. I enjoy reviewing movies as well, but usually like to point out movies that I love and give my appraisal. In real life, I love more than I hate. I'm just a regular guy, a big fan of movies, so much that I devoted my life to making them. But also being a retro game fan, growing up with Atari 2600, NES, Sega Genesis, and SNES, I decided to make a funny little video review of a couple old school games, and from there on, it gained an unpredictably amazing fan base, and now I'm doing AVGN episodes steady.

On being a celebrity:

It is hard to believe, since it's a very new thing for most people to consider, but yes I am a celebrity. An internet celebrity, but yes, a celebrity. I get noticed in public more and more often all the time. It's also completely overwhelming, the amount of e-mail, MySpace messages and other places impossible to keep track of. It's even more overwhelming when you think how many people around the world can see these videos, it's not like a national TV station, it's the whole world. When you think of being famous, you think you're living in a mansion, filthy rich. But no, I'm just a regular guy.

On the creative process:

I love the entire process, I've been doing it my whole life. Success changed only one thing. I evaluate what I do and spend more time on it, since I know so many people are watching. The early AVGN videos were rushed very quickly, but most of the later ones are the result of many sleepless nights, I work very hard on them now. Scripts are very important. By the time the video's finished, some things are cut out, and some things get added or improvised. But 90% sticks to the original script. I've found that the more organized you are, the more structured the video becomes. Structured, meaning, where does it start, where does it end? How does it transition from one topic to the next? If you Just improvised over the whole thing, It'll become very loose and won't have the tight feel it does. Maybe what I'm saying is real obvious, but I can't stress how much it helps to be well prepared, even to make it seem spontaneous and on-the-fly. I tried to do a live Interview once with GameTrailers in my Angry Nerd persona. It didn't work.



-













On the editing process:

Ε,

Η.

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For editing, I've used Adobe Premiere 6.0 and Avid Pro. Now I use the current Final Cut Pro. I think it's the best, For cameras, I've used several. Now I use a Panasonic DVX100, I haven't made the jump to HD yet, but I will when the time is right for me, in the past I've used a lot of other Digital and VHS cameras. Did you see the movie Be Kind, Rewind? First of all, that's like my life story, I can relate so much. Second of all, that's the same camera they're using. The big ass RCA beast.

On getting by with a little help from his friends:

I don't have enough money to pay people, but I could definitely use a staff. I get help sometimes from friends like Mike Matel or Kyle Justin. If I need someone to do camera work or act in another role, there's always someone around to offer a hand for free. But most of the time, it's just me, a one-man job. I'm used to setting up the camera alone and doing my nerd persona by myself, it's easy for me. The most tedious part is really the editing. From when I first conceive the video and record the gameplay, 40 hours later, I'm still editing, tweaking audio, color correction, its a lot of bullshit. I've gotten some of my friends to help with a little bit of editing on Non-AVGN related videos, but with the Nerd itself, I'm very tight with the vision. But I am thinking of ways I can get someone else to edit.

Quitting his day job:

It's a questionable field of work, I never thought I'd get paid to play bad games, so that worked out quite great, I've edited corporate videos for a couple years, which was a 9-5 job. Making the AVGN videos outside of that was a nightmare. Now I work freelance, still as an editor. Mostly weddings. One thing I can honestly say, I'm a busy man.

On an Angry VG Nerd feature film and what it might be rated:

I am planning an AVGN feature, I don't know when, and I won't give away the plot, but I can say it will NOT be a 90 minute game review. There will be a game review IN it, but there's a lot more going on, it's more like a crazy Cinemassacre movie; starring the Nerd. I hope it can be this generations' The Wizard, I always intended this for a mature audience, though I'm aware there is a younger audience watching too. I'm wondering, how many F-bombs are needed to get an R rating. I always thought it should be PG-13 at the most, because it's just a word. But I'm not the MPAA, so I don't know. But yes, I think it would be possible to tone it down, but for now I don't have to, and everyone seems to love it.

On finding inspiration:

My favorite movies are often ones about making movies such as American Movie and Ed Wood. There's also some great books out there, Rebel Without a Crew by Robert Rodriguez is very inspiring. If you're inspired, then nothing can stop you. Don't expect success, take what you can get. Making movies is a lot of hard work for little reward. If you enjoy doing it, find a way to keep being able to do it, and don't give up.

Final Thoughts:

Excellent magazine! Thanks for including me. (You can print that.)

VGC

The Toy Emporium

Mark Johnson's Video Game Toy Emporium

Collecting Action Figures, Sculpts and Sometimes Plushies

Mark Johnson established his pedigree as the leading expert in the world of video game-based toys while writing his popular "Action Packed" column in TIPS & TRICKS. His Baptism of Fire came at the 2007 Toy Fair in New York City, after which his reportage proved the highlight of the June '07 issue. He now brings this ace coverage of collectible game-inspired figures to VIDEO GAME COLLECTOR, appropriately enough. Welcome aboard, Mark. -BK

WoW Diorama

Love it or hate it, World of Warcraft (I vote for the love bit) holds a legion of gamers in thrall to its virtual universe of wizards and warriors. Millions of people jump online everyday, role-playing everything from an elf-killing troll to a dwarf who loves rocks. And when a game captures that many hearts you know it's got some kind of mojo behind it; a magic that can be made into collectibles; collectibles which can then be placed on our desks so we can stare at them when we are forced to e-mail or write articles instead of journeying to Azeroth.

Sideshow Collectibles has captured and enslaved that magic and then encased it in this gorgeous Blood Elf vs. Draenei Paladin Diorama (clever naming, that). Bursting with WoW goodness, this limited edition polystone piece stands at about 18" tall and can be yours for a measly 300 golds. If you're too late to hit up a preorder then attack the collector's market with a vengeance; this puppy is rare to the point of being legendary (only 600 were produced!).



Testosterone Not Included

Oh Gears of War, I remember the time you spent in my 360. You were just so ... manly. All that carnage stuff and forced swearing put my mind to rest. Killing locust and flexing became my only concerns. In short, Gears of War, you were awesome.

Well, boyos, that awesomeness has slipped free of its digital boundaries thanks to NECA, and as a result, lovers of Marcus Fenix across the land will be able to take him home right around the time they are reading this. For approximately 15 bucks a pop, the mas macho among us will be able to enjoy Marcus, Augustus Cole, a Locust Drone and a Locust Sniper in the flesh... so to speak. Welcome to dude camp, now go play with your toys.

You Say 'Goodbye', I say 'Halo'!

Holy crap, but Kotobukiya sure 'nuff knows how to sculpt itself a Spartan. This follow-up to their first Master Chief statue (if you didn't nab one, your collection is lacking) is the B-A-D-ass.

Ready to wreck shop, Spartan-117 comes charging out of a bubble shield armed to the teeth. Not content to just rest on their laurels after producing an amazing statue, the boys at Koto will be releasing this puppy in three color variants, complete with interchangeable weapons and character hands. Shotguns, brute spikers, SMGs, battle rifles, multiple hands, it's all here! Joy knows no boundaries!

When it hits in June, this little piece of Halo 3 collectible-ness can be yours for a mere \$100.



Video Game Spotlight

QuadRun! QuadRun! QuadRun!

After getting out of college I went to work at Apple & worked there from 1980-82. It is there were I learned how to move graphics around from the following people: Bill Budge, Andy Hertzfeld & Keithen. While at Apple, Bill Budge asked me if it were possible to hook two Atari style controllers to the Apple II (for Crazy) Climber)....I said "well let me give it a try"... After a while I got something going & then I found out that another guy that was currently working in the lab not too far away had a four paddle thing going. To make a long story short, we mixed the two together & got a device that supposedly Steve Jobs gave the OK to allow. Sirius Software acquired the rights to produce and ship this product, and the company even sent Keithen and myself royalty checks! I was very ecstatic as it was my first experience in the royalty thing. The device ended up with a weird name... JOYPORT The Joyport, introduced in 1981 for Apple II, (I co-designed the hardware) allowed you to have 4 game paddles and 2 Atari style controllers hooked up to the Apple II.

I then moved on to Atari where I created three games for the Atari 2600:

Quadrun (1983), I was the programmer, designer and artist, and jointly created the sounds and voice effects... supposedly the first home videogame with voice without the need for a hardware attachment.

Taz (1984). I was the programmer, designer and artist for this game.

Asterix (1984, for Europe). I was the programmer and designer.

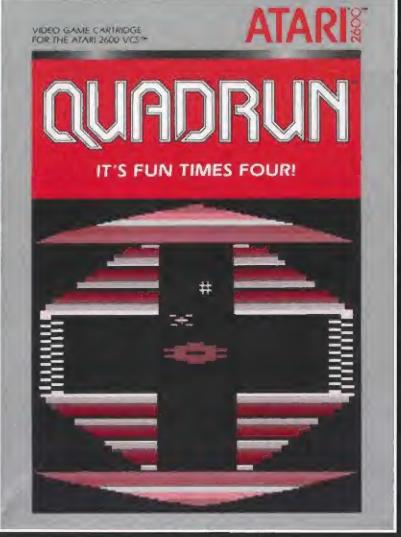
The video game market soon crashed, so I stayed home and goofed around with the Macintosh and the Commodore 64. During this time, I co-designed a piece of hardware that allowed an Atari-style joystick to hook up to the Mac. At this time, I am now living off of the royalty checks from this device (called the MouseStick), which I co-designed in 1985, and playing the stock market. The MouseStick for the Mac allowed a mouse and joystick to live together, enabling one to use whichever one you liked.

I did some more contract work for Apple but then I felt the urge to get back into designing games. I then go back to Atari where I was going to develop coin-op games but they found out that I worked in the consumer division years ago and said "how about you do the coin-op thing later and focus on our new group called Tengen?" I guess I must have said ok, because I worked on a few things that got canned and about the only thing I worked on that made It to market was Super Sprint for the Nintendo Entertain-ment System, which I helped with the layout and also entered the tedious track data.

Some of my buddies then left Tengen and formed Bitmasters, where I helped out on the design for Krazy Kreatures for the NES.

At this time I leave Tengen and go to a place called MediaGenic..., No, It's not a medical company. I worked with some cool people there and our team was the first in the USA to "get to work on" the Super Nintendo.

I soon left MediaGenic and went to work for Sega. I had a great time there. I got to meet and work with some of the best people in the biz. While at Sega, I worked on three Genesis games, Kid



Chameleon (1992), where I was the co-producer, designer and programmer, Sonic 2 (1992), in which I helped out on the last two weeks of the project doing level design, and Sonic Spinball (1993) which I co-programmed with Dennis Koble, Lee Actor, Jason Plumb, Scott Chandler, Dave Sanner, Ken Rose and Earl Stratin.

Jason Plumb and I were made too good of an offer from Ocean Of America. We were both promised that we would be able to do coin-op stuff there. Not so. When all was said and done, we had to turn WaterWorld the movie into games on new platforms. I was co-producer, designer and programmer for the Virtual Boy version, and was designer and programmer for the never released Saturn version.

I then worked on some games with some friends of mine at a cool company called Actual Entertainment, where I was co-level designer of both Gubble and Gubble II (both for PC). I was the co-level designer of Gubble, along with Joe Cain, Eric Ginner, Franz Lanzinger, Eugene Polonsky and Mark Robichek. On Gubble II, I was the co-level designer along with Joe Cain, Eric Ginner, Franz Lanzinger and Mark Robichek.

Now I'm back to working with small games... Java games... It's like playing on the Atari 2600 but with more colors! The three games I'm currently working on are TerraDacktel, Dunkit and Antenna. The site is located at http://www.tinygames.com.

-Quadrum creator Steve Wolta

Pixels in Peril

What is Bit-Rot? What is Disc-Rot? WHY ARE THEY EATING MY GAMES?

As a collector and classic gaming hobbyist, preservation is an issue of literally constant concern to me. We scour our world in search of some holy grail of a game, that rare, elusive title that is seldom, if ever, found in the wild. We pray that when we unearth such a treasure, it will be in pristine condition.

including all of the packaging associated with the original product, down to MiB condition. No imperfections, no eye tracks on the manual, no color fading—the perfect replica of the game as it exists in the collector's mind.

Yet while collectors inspect their prizes thoroughly, there is a destructive agent lurking that even Sherlock Holmes would be challenged to detect with the naked eye—that danger is known as bit decay, also known as software rot.

Originally, the cause of Bit Rot was misdiagnosed. It was assumed from surveillance that unused software often stopped functioning after sufficient time had passed, even in conditions designated as "unchanged." The perception long favored among computer users was that cosmic rays were to blame for such events! This theory we now know is rubbish. There are actual physical processes that do change the contents of computer memory unpredictably, such as alpha particles generated by trace radio nuclides in ceramic chip packaging. This example, among others, is quite rare and computers are built with circuitry to detect such errors and compensate for them.

Bit Rot can occur on all and any compact disc media as well as cartridge games stored on EEP Roms. Assuming that anyone reading this article certainly has CD-ROM games in danger; we'll address Disc Rot first. Retail purchased cartridges are not at risk, so most of us can exhale now. However, more valuable cartridges such as prototypes and demos stored on EEP Roms are in grave danger.

CD-Rot?

Disc, or CD Rot, is the gradual deterioration of the data-carrying layer. There are two factors that contribute to Disc Rot. The first is simply out of your control and difficult to diagnosis and detect—poor manufacturing.

CD quality testing in the early '80s was poor, and as a result, discs from the early era are especially susceptible to CD Rot. The aluminum layer that reflects the light of the player's laser is separated from the CD label by a thin layer of lacquer. If the manufacturer applied the lacquer improperly, air can penetrate to oxidize the aluminum, eating it up much like iron rusts in air.

The second cause of disc rot is within control of the user—poor handling.

Treating discs harshly will obviously harm them. Fingerprints are acidic enough to also damage a disc. Even stacking them up, which allows the media to rub against each other, can disturb the very fragile protective layer, allowing the atmosphere to interact with the aluminum.

Most individuals believe that it is the clear underside of the disc that is fragile. However, scratches on the underside have to be fairly deep to cause

skipping, while topside damage can easily penetrate the aluminum layer. Even the pressure of a pen on the label side can dent the aluminum and render the CD unreadable. It is okay to write with an alcohol-based or soft water-based marker, usually labeled as "non-toxic," Stronger solvents can eat through the thin protective layer to the data.

The difference between CDs and DVDs concerning their durability is evident. CDs have one layer of data, whereas DVDs can have several. Each DVD data layer is sandwiched between two



layers of plastic, providing more protection. However, especially in early DVDs, the glue holding the layers together can lose its grip, rendering the DVD unreadable in parts. Users that bend a DVD when removing it from the package are literally begging for this problem to occur, as flexing the disc puts strain on the glue.

Rewriteable CDs and DVDs, as opposed to pressed discs or write-once discs, are even more fragile. Such discs contain a heat-sensitive layer that enables the rewriteable functionality, but also decays much faster than the metal layers of regular discs.

If your discs do get soiled and need cleaning, wipe them with a soft cotton fabric in a straight line from the center of the disc (near the hole) to the outer edge. For stubborn dirt, and only when necessary, isopropyl alcohol (rubbing alcohol) may be used.

For maximum longevity, and to help prevent and delay disc rot, the following procedures are recommended:

- 1) Discs should be stored vertically, like books, not stacked.
- 2) Handle discs only from the edges or the center hole.
- 3) Do not place labels or stickers on discs.
- 4) Do not write on discs.
- 5) Store in a cool, dry, and dark location.
- 6) Do not bend discs.

EEP Roms: Cartridges

The good news is that you can sleep tonight, as Bit Rot does not occur on standard run-of-the-mill chips housed in cartridges purchased from retail outlets. Bit Rot can only occur on cartridges with rewriteable EEP Rom media. Since commercial releases have their data hard-written into the ROM set so it cannot be over-written or erased, most cartridges in your collection are safe. However, EEP Rom was not a storage medium designed for permanent data storage and as a result is susceptible!

Many collectors have acquired extremely valuable prototypes over the years into their collections. Whether the prototype games were made for internal company use, as review copies for the press, or as demonstration versions for trade shows, MOST prototype games use EEP Roms.

The bad news is that there is no way to prevent Bit Rot from developing. It will occur no matter how well an EEP Rom is treated, secured or stored. Most manufacturers of EEP Roms guaranteed a decade of data protection, and a well-loved EEP Rom can survive upwards of a quarter century.

It is not a matter of IF, but WHEN disaster will strike.

An EEP Rom saves data in a different manner from the standard ROM cartridge. The process is very similar to the method used to write to or erase a computer floppy disk, an audio cassette tape, or a VHS tape. All are magnetic media, EEP Rom data is stored by sending an electrical charge in order to program the data to the format. Over the course of time, the electrical charge starts to degrade and dissipate and the data is lost. Unlike video or audio formats that display degradation with a fuzzy picture or hissing sound, EEP Rom degradation will make a game cartridge fail to function properly, if at all.

For the really technical minded, here is a more detailed description of the process. An EEP Rom is organized into separate memory cells that can store information. Similar to binary, a zero (0) Indicates that a particular memory cell is programmed, while a one (1) indicates that no data is yet stored. Each EEP Rom chip houses a transistor with data held on the "gate" of this transistor. Electrons are infused into the "gate" creating the program in the cells. The real problem involves the electrons that become the framework for the data. EEP Roms are intended to secure electrons and contain them, but no insulation or form of security is infallible. As time passes and the chip is exposed to Uvb light (or shorter wavelengths) the electrons in the "gate" are allowed to escape from the cells. When this occurs, the programmed zero (0) state will revert to an un-programmed one (1) state and render the EEP Rom useless and absolutely no fun at all!

While each such game will eventually become unplayable, the original prototype cartridge will still be valuable, as it is a collector's item and in most cases a true rarity. However, If you have a rare game in EEP Rom form, you might wish to physically preserve the actual game and its game play by having it 'dumped.' This is a process that records the data on the EEP Rom cartridge to a new active media format such as a current PC hard drive or another chip. If a prototype is 'dumped" before the game experiences Bit Rot, it can be spared and live on. However, once Bit Rot marches on an un-dumped cartridge like silicon army ants, the data, including the game itself and all game play will be lost forever! If you wish to avoid this Shakespearean tragedy, Take Steps!

VGC





- 6 NEW AND GLAVIE CAME INFORMATION
- MENAGE BOARD!
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3-0 Tic-Tac-Toe (Atan) Text Label Picture Label



3-0 Tio Tao Toe (Sears)



A Game of Concentration



Adventure (Alan)



(Sears)



Adventures of Tron



Air Raid



Air Raidets



□ Airlock



Air-Sea Battle



D. Alien



Alpha Beam with Emie



☐. Amidar





Arcade Pinball



Armor Ambush



Artiflery Duel



Artiflery Duel / Chuck Nortis



□ Artillery Duel / Ghost Manor



Antilery Doel / Spike's Peak



Assault.



Astenix



Asteroids (Atart) ☐ Black Label Silver Label

Red Label



Asteroids (Sears) ☐ Text Label Dicture Label



☐ Astroblast



☐ Atari Video Cube





☐ Atlants il



☐ Bachelor Party



□ Bachelor Party / Gigolo



Backgammon {Alan}



□ Backgammon (Sears)



Bank Heist



□ Barnstorming



Atlantis

□ Basebeil (Text Label)



☐ Baseball (Picture Label)



☐ Basic Math



☐ Basic Programming



Basketball ☐ Alad (Text Label) (Ficture Label) III Sears (Text Label)

Sears (Picture Label)



☐ Battlezone



☐ Beamrides



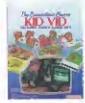
□ Веапу Воррег



☐ Beat 'Em and East 1Em



Beat 'Em and Eat 'Em / Lady in Waiting



Berenstain Bears



🗓 Bermuda Triangle



☐ Berzerk (Atari)



Bergerk (Sears)



□ Big Bird's Egg Catch



Biackjack

51 Label

Green End Label



Blackjack (Sears)

[3] Text Label

Dicture Label



☐ Slueprint



☐ BMX Airmaster (Alan)



BMX Airmaster (TNT)



D Boing!



Bowling (Atan)
Text Label
Picture Label



Bowling (Sears)



Boxing
Text Label
Picture Label



Brain Games (Atan)

Text Label

Picture Label



Brain Games (Sears)



Sreakout



D Breakway IV



☐ Bridge



Suck Rodoers



D Bogs Bunny



Bump 'n Jump



☐ Bumper Bash



☐ Burgerbrie



Borning Desire / Bachelorette Party



☐ Cakewalk



California Garnes



Cannon Man



Canyon Bomber (Alari)

Text Label

Picture Label



Canyon Bomber (Sears)

Text Label

Picture Label



Capture



Camiyal



Casmo



Centipede



Championship Soccer



Chase



Chase the Chuckwagon



Checkers (Activision)



Checkers (Sears)



□ China Synktrome



Chopper Command

II Text Label

Picture Label



Check Nomis
Superkicks



Chuck Norms Superkicks / Ghost Manor



Chuck Noms
Superkicks / Spike's
Peak



Circus



Coconcits



Codebreaker (Atan)

Toxi Label

Discours Label



Codebreaker (Sears)



Color Bar Generator



Combat

(Text Label)

(101' Text Label)

(Picture Label)



CI Commando



☐ Commando Raid



Mutants from Space



Conder Atlack



🖸 Çongo Bongo



Cooke Monster Munich



COSTRIC Ark



Cosmic Commuter



Cosmic Comdor



Cosmic Creeps



Cosmic Swarm



□ Crackpots



Crash Dive



Crazy Olimber





☐ Crossforce



Cryise Missle



Crypts of Chaos



Crystal Castles



Custer's Revenge



Dare Diver



Dark Cavern



Dark Chambers



Deadly Duck



Death Trap



□ Decathalon



Defender



☐ Dafender II



Demolition Berby



Demon Attack



☐ Demons to Diamonds (Atnn)



□ Demons to Diamonds (Sears)



Desert Falcon



☐ Dice Puzzle



Dig Dug



☐ Dishaster



Dodge Em [[Text Label) ☐ (Picture Label)



Dodger Cars



☐ Dolphin



Durkey Kong (Atari)



□ Dankey Kong (Coleco)



Dorkey Kong Junior (Atan)



Donkey Kong



🔲 Double Dragon



□ Dragonfire



Dragonstomper



□ Dragster



DET.



☐ Eggomania



☐ Eli's Ladded



Encounter at L5



Enduro [] (Green Label) [] (Blue Label)



☐ Enrombed



Escape from the Mandmaster



☐ Espal



☐ Extoset



☐ Fantastic Voyage



☐ Fast Eddle



☐ Fast Food



E Fallsom



Tinal Approach



☐ Five Fighter



☐ Fire Fly



☐ Fireball



☐ Fishing Derby



☐ Flag Capture



Flash Gordon



Football

Atan (Text Label)

Atani (Picture Label)

C Sears



☐ Frankenstein's Monster



Freeway

Text Label

Picture Label



☐ Frogger



☐ Frogger II



The Official)



☐ Frogs and Files



☐ Frontline



☐ Frostbite



[] Fun with Numbers



G.I. Joe Cobra Strike
(Text Label)
(Picture Label)



[] Gatazian



C. Gangster Alley



Gas Hog



[] Gauntlet



Ghost Manor



Chost Manor / Spike's Peak



☐ Ghostbusters



☐ Glè



Text Label
Picture Label



Golf (Sears)



Gophe



☐ Gorf



Grand Pnx

Text Label

Picture Label



Gravitar (Atari)



Gravitar (Atari Club)



Great Escape



☐ Gremans



☐ Guardien



Gunslinger Gunslinger



□ Gyruss



Hallowean



Hängman

Text Label

Picture Label



☐ Harbor Escape



(Atari)



Haunted House (Sears)



DHERO



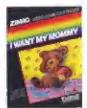
☐ Home Run



Human Capnorball
Text Label
Picture Label



☐ Hunt and Score



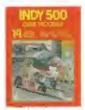
I Want My Mommy



Ice Hockey
Text Label
Picture Label



□ ficari Warriors



Indy 500



□ infiltrate



III International Soccer



☐ James Bond



☐ Jawbreaker



☐ Journey Escape



☐ Joust



☐ Jr. Pac Men



☐ Jungle Fever!
Knight on the Town



I Jungle Huni



Kaboom
Text Label
Picture Label





□ Karate



☐ Karate (Ultravision)



□ Keystone Kapers



Killer Sattelites



☐ King King



(i) Kool-Aid Man



[] Kruli



Kung Fu Master



🔲 Laser Blast



☐ Laser Gales



☐ Laser Volley



Lochaw



Look in Chase



🗍 Landon Bitz



Lost Luggage



M'A'S'H



D.M.A.O



☐ Magicard



☐ Malagai



■ Marauder



☐ Marine Wars



Mano Bros
Sivur Label
Red Label



■ Master Builder



☐ Masters of the Universe



☐ Math



Math Gran Prix (Atan)



Math Gran Pnx (Sears)



Maze Maze



☐ Maze Craze



Maze Mania



☐ Mega Force



☐ Megamania



Memory Match



Midnight Magic



Millipede



☐ Miner 2049er



Miner 2049er Vol. II



Mines of Minos



Ministore Go



Missite Command (Alan)



Missile Command (Sears)

Text-Label

Picture Label



Montzuma's Revenge



Moon Petrol



☐ Moorsweeper



■ Molocross Racer



Motocross Racer / Tomarc the Barbarian



■ Motorodea



Mauntain King



Mousé Trap



Mr. Da



Mr. Do's Castle



Ms. Pat-Man



Music Machine



☐ Name this Gamo



☐ Nexar, Challenge of



Night Driver (Atart)
Text Label

Picture Label



Night Driver (Sears)

Text Label

Picture Label



☐ No Escape



☐ Obelix



Cff the Wall



□ Oink



Comega Race



Oscar's Trash
Race



Othello (Atari)
Text Label
Picture Label



Otheto (Sears)



Cut of Control



☐ Outer Space



□ Ou6aw



Pac-Man



Party Mix



- 019 0 01000





Peps Invaders



Pele Rose Baseball



Phaser Patrol



[Philly Flasher! Cathouse Blues



☐ Phoerax



D Prania



☐ Piece of Cake



☐ Pigs in Space



Pittali Picture Label ☐ Text Label



Pitfall III. Lost Cavems



Pranet Patrol



☐ Plaque Attack



Poker Plus



☐ Polaris



Pole Position



Pong Sports



Pooyan



□ Рорсув



Porky's



Pressure Cooker



Private Eye



C' Bert



O' Bert Cubes



☐ Quadrum



Ouest for Quintana R00



Quick Step



Rabbit Transit



Race ☐ Fext Label Picture Label



Racquetball



Redar Lock



Raft Rider



Raiders of the Lost Ark



Ram t



Tampage



(ii) Reactor



□ Realsports Baseball



□ Realsports Baxing



Realsports Football



Realsports Soccer Silver Label Red Label



Realsports Tennis Siver Label Red Label



☐ Realsports Voileyball



Rescue Terra I

Revenge of the

Beefsteak Tomatoes

El Riddle of the Sphinx



River Patrol



River Raid Picture Label Text Label



River Rand II



Road Runner



Robin Hood



Robin Hood/ Sir Lancelot



Robot Tank



☐ Roc 'n' Rope



C Recet of Doom



🗐 Rubik's Cube



Scuba Diver



Sea Hawk (Froggo)



Sea Hawk (Panda)



Sea Huni



□ Seaquest



☐ Sentinel



Shark Attack



☐ Shoolin' Gallery



Shuttle Orbiter



Sir Lancelol,



Skeleboardini



Skeet Shoot



Skiing

Cl Text Label

Picture Label



Sky Diver



Sky Jinks



Sky Skipper



Slot Machine



Slot Racers

Text Label

Picture Label



☐ Slots



Smurfs Save the Day



Smort Rescue in Gargamel



Sneak 'n' Peak



Shoopy and the Red Baron



☐ Soccer



Solar Fox



Solar Storm



☐ Solaris



Sorcerer



Sorcerer's
Apprentice



☐ Space Altack



Space Canyon



Space Cavem



Space Combat



Space Invaders (Atari)

Teri Labol

Picture Eaber (Black)

Picture Laber (Silver)

Picture Label (Red)



Space Invaders (Sears)
☐ Text Label
☐ Picture Lobel



Space Jockey



Space Shuttle



☐ Space War



☐ Spacechase



☐ Spacemaster X-7



Speedway II

If Text Label
Picture Label



☐ Soellind



Spider Fighter



☐ Spider-Man



Spider Maze



☐ Spiderdroid



☐ Spike's Peal



Springer



□ Sprintmaster



Spy Hunter



☐ Squeeze Box



SSSnake



Stampede
 ■ Stampede



☐ Star Fox



Star Raiders
[Atan]



Star Raiders (Sears)



Star Ship
Teod Label
Picture Label



☐ Star Strike



Star Trek



Star Voyager



Slar Wars: Jedi Arena



Star Wars: Return of the Jedi



Star Wars: The Arcade Game



Star Wars: The Emoire Strikes Back



Stargate



□ Stargunner



☐ Starmaster



☐ Steeplechase



Stellar Traci



Strategy X



Strawberry Shortcake



Street Racer
Text Labol
Picture Labol



□ Stronghold



☐ Stuntman



☐ Submanne Commander



Sub-Scan



☐ Subtemaneà



Surode Mission



Summer Games



☐ Super Baseball



Super Breakout
Atari
Sears



Super Challenge Basebali



Super Challenge Football



Super Cobra



Super Football



☐ Text Label ☐ Picture Label



Superman (Sears)
Text Label
Picture Label



Surround
Text Label
Picture Label



Survival Island



Starvival Butt



Sword of Saros



Swortiquest Earthworld



☐ Swordquest Fireworld



■ Swordqués! Waterworld





☐ Tank Brigade



Tank Plus



Tanks but No Tanks.



□ Таремогл



☐ Tapper



Target Fun



☐ Task Force



□ Tax Avoiders



☐ Taz



☐ Tennis



☐ The Earth Dies Screaming



☐ The Texas Chainsaw Massacre



☐ Threshold



☐ Thunderground



☐ Time Pilot



□ Titlematch Pro-Wrestling



☐ Tomarc the Barbanan



☐ Torrecat



□ Tooth Protectors



☐ Towering Inferno



□ Track and Field



Trick Shot



Tron Deadly Discs



Tornel Runner



☐ Turmail



Tutankham



Dp 'n Down



□ Vanguard



Atan ☐ Coleco



Video Checkers □ Text Label ☐ Picture Label



Video Chess Alan (Text Label) ☐ Atari (Picture Label)



☐ Video Jogger



☐ Video Life



Video Olympics ☐ Text Label Picture Label



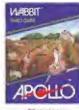
☐ Video Pinball



☐ Video Reflex



Vulture Attack



☐ Wabbit



Wall Ball



☐ Wall Defender



Warlord ☐ Alari ☐ Sears (Text Label)

Sears (Picture Label)



☐ Warplock

Z-TABE



□ Winter Games



□ Word Zapper

Worm War |











□ Zaxxion

41 2-Tsck

Lost Chapters



Confessions of The Game Doctor: A Lost Chapter Niles Nemo and Me

Being a writer, I have created several characters in my time. I even created a villain to test his mettle against Richie Rich In the person of the chameleon-like Dr. Disguise. I also created characters in video and computer games and even in pro wrestling (well, at least at the level of pro wrestling that runs in endless syndication in Las Vegas). And, like most creators, my characters have ranged greatly—from cardboard to almost flesh and blood

verisimilitude. Good, bad or indifferent, we have intense feelings for all our creations. with the most criticized often becoming the ones we shield most vigorously. For example, the character who I feel most protective of is a cocky videogame whiz kid from the early 90s who spoke the way kids did on TV at that time. And while today's audience tends to look at him as just another videogame shill with 90s "attitude" (you know, like Poochy on "The Simpsons"), he really wasn't "in your face" so much as about being in your head. The character in question was Niles Nemo and the series was "Niles Nemo in SegaLand", a two-page comic strip that ran in the first seven Issues of Sega Visions. A few words on the creation of Sega Visions. It was a marketing-driven concept from the start, but apparently factions at Sega fantasized that they could also make money selling it. And while Nintendo Power managed to accomplish that task, the lack of sufficient, meaningful content in SV (and the absence of any real communication hotline between Sega and the magazine; nobody ever read anything about Sega in Sega Visions first) pretty much destined the magazine to fail. Sega Visions was basically farmed out to

The Communique Group (TCG), a Massachusetts-based editorial production house that specialized in colorful, large-print kids magazines, under the periodic overview of the legendary team of Al Nilsen and Bob Harris, who suggested that TCG bring Arnie Katz, Joyce Worley and me on board to generate content. We were paid extremely well but turned out very little content. When I saw the \$3.50 price tag on the first issue and realized that our meager output was the majority of the magazine, I must admit I was shocked. The Communiqué folks were really sweet. They sent Arnie, Joyce and me cellophane gift-wrapped copies of the first issue, complete with ribbons and a personal note of thanks on each. I wrote my Game Doctor Q&A column, with all the Qs being about Sega products, of course. Then, I was handed the assignment of scripting a two-page comic strip with a continuing character (a teen in the prime Sega demographic preferably or maybe a superhero), each installment of which would focus on a specific upcoming Genesis game. But people do not remember Sega Visions and Niles with kindness.

Just look at this sampling from the net: "[Sega Visions] was a pretty shitty magazine, but it's still fun to read once in a while. Rember the Niles Nemo comic strip? They tried to portray Niles as the Fonzie of the videogame world, but he came off looking like the biggest rod of all time. There was one comic where he was playing his Game Gear in the front row of a bad-ass rock concert. I was only 14 when I first read that one and thought the guy was totally pathetic."



And on it goes:

"Niles Nemo... was basically a more 'hip' and less clever version of Nintendo Power's Nester. Like the NES game Totally Rad, the Niles Nemo comics are fascinating studies in the lengths to which game companies went in order to exploit the Bill-and-Ted lingo that the kids seemed to like back in the early '90s. Niles Nemo is, to date, the only place that I've seen the word 'awesomosity.' Dude." In general, the only video game comic that got

worse reviews than Niles was the Sonic comic that replaced him. But in fact, what the individuals above wrote was quite true; the compulsion to drag surfer slang into the video game world was all-powerful in those days. But in looking over the issues I still have, I find less "awesomosity" and more of an original, if imperfect comic strip.

So, how was Niles born?

I was utterly opposed from the start to one of those generic superhero characters who always seemed to wind up shilling for everyone from shoe manufacturers to plumbing supply outlets ("Meet... Captain Genesisi"), And since the idea of a teen gamer as the protagonist was cool with everybody, I went to work in that direction. For inspiration, I went back to the earliest days of comics, i.e., Windsor McKay's classic "Little Nemo in Slumberland" (first published in 1905). In McKay's strip, his eponymous character would eat some Welch Rarebit (a cheesy confection not much in favor these days), a delicacy said to induce wild dreams. And Nemo was no exception. As he finished off the last of his treat, he would sleep like a bloated tick and have fabulous, vividly colored dreams in all manner of fantasy realms. And so, Little Nemo became Niles Nemo, the best gamer at his school and an object of adoration to both his male and female classmates. But he seldom had time to Interact with those peers since he was pretty much peerless and besides, we only had two pages and he had to get home to play whatever game we were pimping that issue.

The Welch Rarebit, in turn, became a special pizza from Bob & Al's House of Pizza (the first installment actually shows a pizza box in which artist Dave Sullivan included tiny caricatures of Harris and Nilsen). In fact, we basically created the impression that Niles' room was essentially his world. He had a direct Pizza Pipeline to Bob & Al's and a new Genesis game to master at all times so, why leave? The first installment of the strip saw Niles gulping pizza and checking out the latest Alex Kidd game-Alex Kidd in the Enchanted Castle. Of course, he quickly nods out and finds himself transported into the game, where Alex comes slamming into him, presuming Niles to be the latest monster he must punch out and turn into coins. As Niles cleans himself off and explains who HE is, he recognizes Alex from the games he's played. They have a brief interaction with the Rock, Paper and Scissors characters and Niles accidentally sits on a porcupine (that's how you lost a life in the game) and wakes up back in his room. The story was really too busy for two pages and Dave did a fantastic job of fitting it all in, but the basic point of this installment was to get over the basic concepts behind the strip. With the second issue, however, Dave and I began to hit our stride. In "Niles Nemo Backstage in Segaland," the subject game was the Tetris-like Columns, The opening panel shows Niles up close, a series of beleweled Sega Columns reflected in his sunglass lenses. It turns out, however, that Niles is in fact staring at streetlights and, much as America became "Tetris-ized," Niles was now looking at the world through Column-tinted glasses. We cut immediately to his home where he falls asleep and awakens not in the Columns game Itself; but in the wings, the backstage area from which the columns are dropped under the careful quidance of a Romanesque stage manager. The stage manager explains that since Niles Is asleep, the game is only running in demo mode, but that still requires a lot of overseeing. We witness muscular men in togas hoist, arrange and lower a pit full of the varicolored jewels that are stacked within each column. Eventually, as always, something strikes Niles and he awakens and for the first time reyeals that he has been eating not plain, but pineapple pizza. By issue three, which dealt with Golden Axe, we went pretty much straight to the point with Niles playing the game, eating pineapple pizza and getting ready to crash. He awakens, surrounded by dragons and barbarians and, when asked to select his weapon, Niles naturally opts for a joystickonly to discover he has nowhere to plug it in. He still vanguishes his army of antagonists, however, by causing a power-up to take them all out. Issue four's "N.N. Meets M.M." was probably Dave and my favorite installment. There weren't too many panels, the game itself (Mickey Mouse in the Castle of Illusion) was excellent but we had one little problem. Disney absolutely, positively forbade us from featuring its precious rodent in the strip. Of course. Dave couldn't resist the challenge and included not only a mini-Mickey in a drawing of the game box but in the circular

panel on page two, there's an "Easter Egg" in the form of an (appropriately) illusory depiction of Disney's franchise suspensian. The final installment of Niles Nemo appeared in Sega Visions #7. Entitled "Niles Nemo & Sonic the Hedgehog in SegaLand" it shilled for the very same uppity Hedgehog who would replace. Niles in the following issue. But the strip itself was notable in that it featured a reader—Kuanray Huang—who had won a contest and got to appear in the strip. This was no one-panel cameo, either: Dave and I worked Kuanray into 12 panels and totally integrated him into the story. With the following issue, however, production of the magazine moved in-house and, quite frankly, the access to Sega information and the magazine itself definitely improved. However, now that Sonic was becoming a Big Name in the game business, he became the subject of a truly awful comic strip. I believe it was actually an advance look at the upcoming Sega comic book, but whoever came up with the idea of slapping four pages of the strip onto each Sega Visions page was definitely misguided, at best. Niles was, of course, a creature of his time. But I still maintain that the idea behind that strip, the notion of going inside a video game, was pretty good. And if we'd had, say, four pages, I think we could have produced some memorable stuff. As it is, Niles still has a few fans and Dave Sullivan and I are among them.

Awesomosity!

This chapter dedicated to Chris "Cav" Cavanaugh, who suggested I write "Confessions of The Game Doctor" (available at RolentaPress.com and J2Games.com) in the first place.

VGC









Name: Bowling • Company: SEGA of America Platform: Microvision • Year: 1990

Bowling Basics - Bowling for the Microvision (the first programmable handheld system) allows players to include in the popular blue-collar sport while on the go. When the game begins, the ball rolls down the side of the alley and then rolls back and forth along the bottom of the screen. When the ball is in the preferred alignment, the player simply presses the BOWL button, sending the ball down the lane toward the pins. Unlike Bowling for the RCA Studio II and Bowling!/Basketball! for the Odyssey2, Microvision Bowling features realistic scoring.



Join the 300 Club - Bowling is for one or two players and offers two skill levels: Fast and Slow, which determine how quickly the ball moves back and forth prior to launch. In Slow mode, pressing the BOWL button at the right time is a cinch, thus slamming home a strike is ridiculously easy. In Fast mode, the challenge increases somewhat, but strikes still occur with alarming frequency. Scoring 300, a rare feat in real bowling, is a common occurrence in this game.

The No Spin Zone - Simplicity personified, Bowling is more like a target shooting game than the actual sport on which it is theoretically based. Gameplay consists of nothing more than aligning the ball and rolling it straight down the lane. There are no hooks or curves, and players cannot spin the ball, rendering strategy all but nonexistent. A decent player will never roll a gutter ball unless he or she does so intentionally.

Bowled Over? - In theory, bowling is a sport well suited to the Microvision system. Players won't mind the game's simple display of squares substituting for balls and pins, but they will find the utter lack of skill needed to play the game sorely disappointing. The programmers clearly dropped the ball on what should have been a no-brainer.

-Brett Weiss author of Classic Home Video Games 1972-1984

Rating: 2/5



Name: Bubble Bobble • Company: Probe Platform: PSX • Year: 1996

Welcome to the house that Bub and Bob built. If not for the preeminent Space Invaders aliens, that bubble-blowing dinosaur Bub would surely be the defining, iconic representative of Taito's prosperous history. Since their 1986 debut, Bub and his brother Bob have made countless appearances in games ranging from the adored Bubble Bobble series to the puzzle franchise, Bust-A-Move (also known as video game crack). Heralded as one of the few franchises that attract women to gaming in droves, the legacy of Bubble Bobble deserves to be honored, and Acclaim did just that on the franchise's 10th anniversary. And don't purge your pores, purists; the developers at Probe didn't muss with a good thing, so prepare to be transported back to the '80s with this collection consisting of the original arcade versions of Bubble Bobble and its sequel, Rainbow Islands.

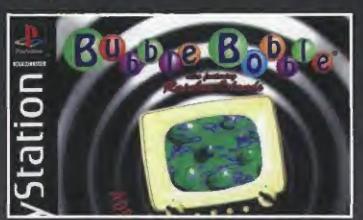
The original Bubble Bobble is pure, visceral arcade action as players traverse a 100-floor cave to reach the bottom and save their girlfriends. No passwords, no saves, just 15 credits maximum to complete your devilishly difficult mission to clear each floor of all enemies by capturing and subsequently popping them inside bubbles. You will die time and time again, but the depth of methodology with regard to the art of bubble manipulation will keep you coming back for more as you make just enough progress each time out to keep you hooked. Better yet, the game becomes sheer bliss when you wrangle a buddy to play a cooperative game of bubble-bursting.

Strangely, Rainbow Islands shares little in common with Bubble Bobble other than the same whimsical graphics. Excellent in its own right, Rainbow Islands resembles a standard platformer more than its predecessor, with its focus on reaching each stage's goal. Tradition flew out the window, however, when the developers chose to make every stage completely vertical. No left to right business here; you'll have to hop your way to victory or ride the stripes. Instead of bubbles, players fire rainbows to defeat enemies and build platforms, allowing you to literally scale an entire stage without executing a single jump.

While at the time of its release this compilation was the only way to experience the arcade originals, it's been rendered obsoliete by the games' availability in more recent collections, such as Taito Legends. This has not deterred collectors, however, as they continue to eagerly drop \$35 to claim it as their own. Maybe, in the end, we're all just hopeless addicts looking for our bubble-blasting, rainbow-slinging fix, and Taito has scored our drug of choice.

- Kristina Potts

Rating: 5/5



Name: The House of the Dead 2&3 Return

Company: SEGA

Platform: Wii • Year: 2008 (03/11)

Zombies and guns have been paired up so many times the tandem should have its own mathematical theorem. Shooting at the shambling dead is so popular that now the Nintendo Wii is housing another flesh-eating franchise, courtesy of Sega's arcade catalogue.

The House of the Dead 2&3 Return is a straight-up port of Sega's HotD2 and HotD3 as released on the Xbox.



Unfortunately for gamers, what this results in are emulations of two mediocre arcade releases from 10 and six years ago respectively. While both games proved to be decent distractions in the arcades, this collection will hold the attention of only the most hardcore HotD fans, at best, and fails to measure up to the field of new Wii titles in this genre.

Both ports really show their age, with the graphics boost to HotD3 occasionally creating slowdown during game play, while the sound, especially HotD2's hokey voice acting, is average at best and laughable at worst. Playing on the Wii, the collection's disc access can become annoying as it breaks up the action with black "Now Loading" screens whenever a player wishes to skip a cut scene. So, to keep things slightly fresh, Sega has thrown in a few new curiosities in the form of six total game modes, extra features pop in through game progress and, through calibration, gun control is nearly always on.

While HotD 2&3 Return gives players an arcade-perfect look at the series, current gamers are far better off picking up Resident Evil: Umbrella Chronicles or even Sega's own Ghost Squad. The title has been printed in healthy supply so collectors may want to hold off unless they have a real heart for the House. If collecting is your thing, effort would be better spent tracking down the original HotD Sega Saturn release or the Dreamcast's unique Typing of the Dead.

-Aaron Auzins

Rating: 2/5



Name: Mystical Ninja Starring Goemon

Company: Konami

Platform: N64 • Year: 1998

Nobody ever said being an early Nintendo 64 adopter was easy. Sure, there was the brilliant Super Mario 64, but after you've collected every last star, then what? You sat and twiddled your thumbs waiting for Zelda until they snapped off at the joints, that's what. During those bleak



years, Mystical Ninja Starring Goemon became known as "the Zelda before there was Zelda." This tasty morsel tided many a player over, but in Japan, its "Impact" was even stronger, as the first foray into 3D for this long-running series.

Americans hankering for a Zelda-style adventure were certainly taken off guard by Goemon. At its core, it's a vision of feudal Japan... except the visionary has had a LOT of sake. Goemon overflows with humor, which makes chatting with residents a pleasure, despite an awkward localization. That's the beauty of the series, though; it's not supposed to make sense. Just try to resist chuckling when the game cues an absurd laugh track.

The gameplay will make fans of this genre feel right at home, with rip-offs of standard Zelda fare, such as the map, compass, and hearts. Your mind will never be overly taxed, however, as the game focuses on action over puzzle-solving. Unfortunately, this presents a few problems due to an unwieldy camera. These difficulties are exacerbated by a sporadic frame rate that chugs as hard as freshmen at a frat party, especially in large environments. Thankfully, castles consist of moderate-sized rooms, so the meat of the game plays well. Speaking of food, the castles also have playfully creative designs that include your player-character hopping across giant Shogi pieces to swimming in soup as scallions float by. The graphics don't push the N64 any, but presentation is aided by a fantastic, eclectic mix of music. As a clever touch, castle tracks grow more complex as you progress deeper:

While it pales in comparison to Goemon's Great Adventure, Mystical Ninja offers a light; breezy adventure that isn't especially challenging or long, unlike its tough-as-nails follow-up. Those prone to headaches or motion sickness should steer clear, but if you can ignore the flaws, Mystical Ninja dishes out a heaping portion of that special brand of wackiness that could only come from Japan.

-Kristina Potts

Rating: 4/5



Name: Herzog Zwei • Company: SEGA of America Platform: Genesis • Year: 1990

Herzog Zwei is a release that caught gamers, reviewers, and even Sega's marketing department completely off guard. While Sega carefully exploited arcade ports and celebrity tie-ins to lure NES owners to its shiny new Genesis, Herzog Zwei seemingly went out of its way to alienate American audiences, from the title onward. In fact, the game Herzog (or "Duke" in German) had been published outside the US in 19-BIT CARTRIDGE 1988 and "zwei" is simply German for the number two. In other words, Herzog Zwei is a sequel to the original Herzog, also developed by Technosoft, but unknown in North America. Not only is the name confusing, the play style seems over-complicated and the top-down visuals are initially just plain confusing. It's hard to get a handle on the game merely by looking at the back of the

Yet Herzog Zwei is a landmark release on Genesis. It's the first console real-time strategy game published in the U.S., before the style exploded in popularity with Dune II, WarCraft, and Command & Conquer. (The only other console game to explore this new genre at the time was Military Madness on the TG-16.) The futuristic setting features two opposing factions in a war over territory with players guiding a Transformers-style unit with the capability to morph from a fuel-burning jet to a ground-stomping robot.

While you can engage in combat with the hybrid vessel, the strategy primarily involves purchasing and transporting eight unit types needed to eliminate your rival's bases on eight themed planets. Thirty-two levels, two-player split-screen support, diverse terrain, and a challenging computer opponent make this a standout title. The only real blemish is the use of passwords instead of battery-backed memory to save statistics and progress. Alas, that's more a reality of that time period than a conscious effort to shortchange gamers.

Since Herzog Zwei is such an original title in the Genesis' extensive library, it is a highly sought after game. Most Genesis owners passed on the title during its initial run, thanks to questionable marketing, poor press coverage, and unfairly harsh reviews by certain publications. While its historic value alone makes the game a collectible, Herzog Zwel's playability, fast-paced action, and visionary design only reinforce its must-have status.

-Scott Alan Marriott

Rating: 5/5



Name: Gradius V • Company: Konami Platform: PS2 • Year: 2004

Gradius rocketed onto the game scene in 1986 and while the series had lost a lot of steam in the ensuing eight years with large release gaps and a few installments not reaching the U.S. at all, Konami placed a lot of stock in Gradius V, its Playstation 2 revival of the iconic franchise in an industry where 2D shooters were a rarity. The words "Gradius" and "Treasure" should no doubt catch the interest of Video Game Collector readers and, fortunately, the fabled developer was at task in crafting this most welcome dose of old school.



As expected, all of the trademark Gradius elements were resurrected, including the heated two-player mode, power up system, massive bosses, insane firepower and controller-throwing

difficulty. Thanks to the PS2, the audio and graphics have been boosted considerably, with well-produced music and sound, high impact lighting effects, popping explosions off the screen and large groupings of on-screen enemies displayed with minimal slowdown. While difficulty is a must for hardcore



shooters, Gradius V is a beast even at its least challenging - a huge low blow to the casual gamer. Even given new ways to utilize option power-ups, environmental hazards and unforgiving enemies will repeatedly blow players away. But once past the toughest edge in the learning curve, players can eventually earn free play, new game modes, new weapons, a weapon edit mode and more, adding replayability to the game.

Gamers can't go wrong with Gradius V, but they may also be having a hard time finding it as Konami is officially out of stock on the title. With most major retailers no longer listing it in online catalogues, eBay auctions for the game are now fetching nearly \$40 a pop. Not only does the title resonate with collectors based on its lineage, it is a shot of retro properly pumped up for a newer system, making it doubly appealing and apt to keep it in demand.

-Aaron Auzins

Rating: 4/5



Name: NeoGeo Battle Coliseum

Company: SNK-Playmore

Platform: PS2 • Year: 2007 (12/17)

After two years exclusivity in Japan, NeoGeo Battle Coliseum is finally available stateside and, in the process, has transported 40 characters and themes from nearly every worthy NeoGeo title in existence to the Playstation 2. With the ability to pit Kazuna Encounter against World Heroes or match Metal Slug against King of the Monsters, Coliseum not only answers the prayers of NeoGeo fans but serves up the greatest pure fighter of 2007.



This title introduces two-versus-two team battles where combatants can tag in and out and perform double-team attacks. It

also offers a healthy roster that draws from Art of Fighting, Fatal Fury, Last Blade and more while adding several new characters whose moves are redolent with NeoGeo-related overtones. The character art has been tailored for the new entry while maintaining SNK's signature, hand-rendered feel, while it contrasts nicely with the



rendered backgrounds reviving a host of themes ranging from Last Resort to Cool Cool Toon. SNK fans will be sucked directly into the furious action given that the tight controls and special move commands are virtually untouched from the company's earlier fighting titles.

While the single-player mode does feature unlocks and a handful of modes, the true heart of the title lies in its multiplayer mode and unless you have a friend to rock, playing solo may grow tiresome after a handful of sessions. Also, sadly, the Japanese version's online mode was axed for this release, further eroding its replayability.

While Coliseum can be tracked down at retail fairly easily at prices as low as \$10, anyone who holds NeoGeo dear to their heart cannot pass up this title. Although the title is budget value, if it keeps ending up in the bargain bins, gamers unaware of its quality passing on it could enhance Coliseum's ultimate collectability. At \$10, however, anyone who even remotely enjoys fighters will find a ton to enjoy here and now.

-Aaron Auzins

Rating: 2/5



Name: Rolling Thunder 3

Company: Namco

Platform: Genesis • Year: 1993

Namco's Rolling Thunder series is essentially a slower, more methodical version of Contra. Instead of blistering action and frenetic shooting, Rolling Thunder is more about carefully managing ammo and taking precision shots while ducking into alcoves or behind crates. Both franchises are known for their high degree of difficulty, so neither is exactly aimed at shooter noobs. Rolling Thunder 3, the second game in the series to appear on the Genesis, is a system exclusive



that offers nine weapons, ten side-scrolling levels, and secret areas, all packed into a 12-megabit cartridge.

With the ability to fire at an angle or while Jumping as the major innovation, RT3 definitely offers a different type of shooter. Like its 16-bit predecessor, RT3 taps into the James Bond mystique, complete with a secret agent on a one-man mission to eliminate terrorists working for a nefarious organization with a weird name ("Geldra"?). Weapons include laser rifles, grenades, shotguns, bazookas, flamethrowers, assault rifles and more. You can now choose a weapon before each stage, but there's a catch; once ordinance has been used, it won't be available for subsequent missions.

The majority of levels are staged on foot, but RT3 does roll in a few vehicle stages in the form of high-speed battles on a motorcycle and personal watercraft. Nonetheless, while the game offers more features than previous installments of the franchise, the lack of two-player support is seriously disappointing. Rolling Thunder 2 managed to deliver intense cooperative play, exotic levels, and a longer, more challenging adventure. Rolling Thunder 3 is easily the best looking and most accessible game in the series, but it doesn't quite measure up to the intensity level generated by its predecessors. Still, quibbles aside, both Rolling Thunder titles on Genesis are desirable since they are entertaining, arcade-style shooters unique to the system's library.

-Scott Alan Marriott

Rating: 3/5



Name: Tetris • Company: Nintendo Platform: NES • Year: 1985

Reviewing Tetris for the Nintendo is something of a challenge right off the bat. For one thing, two different versions of the game exist for the NES since there was a rights battle worthy of a Tom Clancy novel clogging up the process. I won't even attempt to reiterate the licensing vagaries connected with this classic game, but I did devote a chapter to the subject in my book, "Confession of The Game Doctor" and there's plenty of information on the saga online.



Instead, I will concentrate on the Nintendo version of the game, but then the fact is that all versions of Tetris are pretty much the same. Yes, the Tengen version features distracting renderings of Russian life in the background, but nobody really cares about those except for the fact that they make that edition even more exotic and collectible. But more on that later.

I can't imagine that anyone reading this magazine hasn't played Tetris, but just to cover my bases: the game consists of seven "tetronimoes," each of which comprise four square blocks assembled in a unique formation. These tetronimoes are dropped from the top of the screen one by one and as they tumble down the playfield, the player can both move the tetronimoes horizontally and rotate them by 90 degree turns. The object is to complete a horizontal line of tetronimo blocks, at which point that line of blocks disappears.

Leaving a horizontal row incomplete means it just sits there, forcing subsequent tetronimo blocks to pile up, thereby short-ening the distance each new tetronimo will fall (and the concurrent time during which the player can manipulate it).

More than once I have stipulated that Tetris is, indeed, the perfect video game. It is playable on anything from a state-of-the-art game console to a cell phone with no diminution of entertainment. It fits my rule of thumb that a classic game should take a minute to learn and a lifetime to master. Finally, it is infinitely entertaining. The sense of genuine closure that is provided when a player slides one of those straight pieces into a slot that simultaneously clears out a quartet of rows is hard to match.

Of course, if you're a collector, it's the Tengen version you'll want to get your hands on. Much more rare than the Nintendo edition, this is a genuine collector's item, a piece of history and perhaps the most compellingly collectible cartridge in gaming history. Not that you can't find copies, but they aren't common. The Tengen version of Tetris represents the guys who lost the battle; the guys who REALLY got Tetrisized; the company, in short, that faced its Waterloo in the international court system—and everybody remembers Napoleon better than Wellington.

-Bill Kunkel

Rating: 5/5



Name: Gate of Thunder • Company: Hudson Soft Platform: TurboGrafx CD • Year: 1992

As Johnny Turbo would say, Gate of Thunder's "got the arcade feel!" Anyone who browsed gaming magazines in the early '90s surely remembers, as much you may try to forget, TTI's misguided marketing campaign starring their rotund superhero, whose appearance could only be described as Home Improvement's Al Borland in goggles



and rubber boots, combating the propaganda being spewed by the evil FEKA corporation. While Johnny and his "roommate" Tony couldn't save the Turbo Duo from dismal sales, he was right about one thing – Gate of Thunder is one beautiful, intense shooter.

Upon starting the game, cannon shots stream across the void like shooting stars, revealing enemy forces that dwarf the player's ship. The bad guys begin their assault, and then the source of the initial cannon fire reveals itself as a massive battleship that descends upon the player-character, placing them in claustrophobic quarters. And we've only gotten started.

Gate of Thunder definitely has style. The plot and locations correspond with the usual tropes of this genre; Gate of Thunder doesn't attempt to reinvent the wheel, but its level of refinement was unheard of in its era. The gameplay is fast and smooth, with tight controls, and the whole experience heightened by the wide variety of abilities available. Players can choose from among three different speed settings, three unique weapons, and alter the positioning of the options, all on the fly at any point in the game.

The difficulty factor is exceptionally well balanced, never falling into the common trap of making it impossible to recover after a defeat. The game is a treat for the eyes as well with masterful spritework and parallax backgrounds popping with life as enemies swoop into the foreground. Gate of Thunder is also heralded for its exhilarating, rockin' score, but it's often drowned out by the satisfying ruckus of its sound effects.

In fact, "satisfying" is the perfect word to sum up Gate of Thunder as a whole. From the slick intro to the moment you realize your heart is still racing during the credits, Gate of Thunder is every bit as thrilling as jackin' up those not-even-human FEKA goons. The experience won't come free, though, as the Turbo Duo's 3-in-1 pack-in generally sells at \$40-\$50. For a cheaper option, there's the stand-alone Virtual Console release, but whichever way you go, don't let FEKA mislead you because you can't hide from Johnny Turbo!!

-Kristina Potts

Rating: 5/5



Name: Chip 'n Dale: Rescue Rangers 2

Company: Capcom

Platform: NES • Year: 1994

While rodents fighting crime in the human world might sound absurd, it actually served as the premise of one of early 1990's hottest properties. Of course, you can't have a hot property without a game based on it, thus, entered two NES titles featuring Disney's surly chipmunk duo Chip and Dale.



The premiere title faired very well with challenging two-player platforming staying true to the material and, thank-

fully, Capcom followed the adage, "If it ain't broke, don't fix it," Building upon the original with extra touches, Chip 'n Dale: Rescue Rangers 2 stands among the higher quality titles at the end of the NES's life.

Any gamer who tackled Rescue Rangers will find no surprises with the sequel's controls or premise. While the title is slightly harder this time around – especially in the much more satisfying boss battles – the chipmunks have a few more tricks up their sleeves with crouching box throws and running power box throws to more easily dispatch foes. The title received a noticeable bump in graphics resulting in better-executed cutscenes and while most of the sound has been recycled, all of the game's music is completely original, but equally catchy.

While the platforming is a blast, cheap deaths are made possible courtesy of the game's one-way vertical scrolling. Also, this installment removes the world map from the first title, taking away the handful of stage choices the original title featured. Minor issues aside, RR2 captures the essence of the first title while adding enough elements to keep the series fresh and interesting.

Originally released on the tail end of the NES, RR2 is quite the ticket for collectors, banking in at values of around \$30. While both installments are quite fun, part two far outvalues the original and ranks in as the highest-valued Disney license on the NES.

-Aaron Auzins

Rating: 4/5



Name: Dance Dance Revolution: Mario Mix

Company: Konami

Platform: Gamecube • Year: 2005

With a long-running base on Playstation systems and increasing popularity on the Xbox, it was no surprise Nintendo would eventually be salivating for a piece of Konami's Dance Dance Revolution. At the height of the series' popularity, Nintendo offered its biggest license in order to differentiate its title from the rest and create a recipe for success. However, the Gamecube



DDR soufflé fell flat, offering up nothing more than a generic mess of a music game, which didn't hold a candle to DDR titles offered elsewhere.

Dance Dance Revolution: Mario Mix's core is no different than the titles, which made the series a success, but the Mario theme lends its own charm that leads to a number of other non-rhythm-based mini-games multiple players can try their hand at. While the mini-games provide some quick bursts of fun, the meat of the meal is spoiled thanks to a complete lack of quantity and quality.

While the game looks great graphically and controls very well thanks to the specialized pad controllers included with the game bundle, there is very little substance to carry the solid foundation ported over courtesy of DDR's success. Licensing fails to go beyond Mario, meaning every song in the game is an orchestral piece based on Mario background music or classical tunes, which all offer very little depth or challenge. Furthermore, when you compare quantity to other DDR titles, Mario Mix fails to offer up a song total comparable to most DDR offerings.

Bad Gamecube music games are a blessing for collectors and DDR Mario Mix doesn't disappoint with its limited quantities that were hard to track down even at launch. Ringing up at values of \$45+, the disc alone is widely recognized as the second-most collectable Gamecube title behind the even-worse MC Groovz Dance Craze. If you throw in the complete package, however, e8ay hounds are forking over more than \$100 for the whole shebang.

-Aaron Auzins

Rating: 2/5



Name: Voyeur • Company: Philips Platform: CD-I, PC, Mac • Year: 1993-94

It was Peter Sellers as "Chance" in the 1979 film classic "Being There" who made the line "I like to watch" famous, Some 14 years later, Philips brought out a game for its CD-I (or CDI) console that Chance would have positively adored: Voyeur.

The great challenge for the early fullmotion video (FMV) games was the lack of interactivity. In too many FMV games, the player spent more time watching than they spent playing. It was a long way from

the sandbox classics such as Myst to games that were about as interactive as a branching storybook.

Voyeur, one of the premiere CD-I games as developed by Phillips POV, is an interactive movie---or at least a series of non-interactive movies that somehow comprise an interactive experience. It's also a game, and has some virtues in that regard, but the bottom line is that the player-character is exactly what the game calls them: a voyeur, a peeper who collects evidence through access to a series of rooms within a mansion worthy of Agatha Christie.

The storyline casts the p-c as a P.I., hired by a scion of the typically wealthy and powerful family that invariably inhabits these whodunits. A renegade within the Hawke family (zero points for subtlety there, POV) has employed the p-c to gather enough dirt on Hawke patriarch (and Hawke Industries CEO) Reed Hawke to scuttle his planned presidential run. And since the family is conveniently gathered together at one of their many mansions and there are cameras planted all over the joint, what better opportunity to take a peak at how the other half lives?

It's quite a look, too, as Voyeur includes semi-nekkid ladies and supposed sex scenes (the cover features a warning about "mature subject matter" but I never saw anything that mature).

The gameplay in Voyeur comprises selecting a series of rooms into which you want audio-visual access. You've got a souped-up telescope that you can move from window to window from your perch across the street. A smart cursor pops up if there's anything worth seeing or hearing in said room. You select the room, you watch. You cannot affect the events you watch; you are a remote viewer in every sense of the term. The order in which you choose to view the events in the many rooms within the Hawke Mansion has a definite impact on the information to which you receive access. You record and collect the key clues to Reed's closet full of skeletons and if you get enough dirt, you "win." As to the movie part of the process, the scenes themselves are professional looking and demonstrate good production values. Directed by Robert Weaver, the film's cast includes Robert Culp, Grace Zabriskie and Michael Corbett.

The game offers a nice variable in that the family member who hires you is randomized each time you play. And remember, the order in which you become privy to the Hawke's secrets changes the storyline enough to make the game worth several plays fort anyone who enjoys the first. Like Chance. Voyeur appeared on the CD-I in '93 and on the PC and Mac in '94. In 1996, Philips produced a sequel exclusively for MS-DOS (Weaver's InterWeave was again the developer).

- Bill Kunkei

Rating: 3/5

Name: Kid Icarus: Of Myths and Monsters Company: Nintendo • Platform: GB • Year: 1991

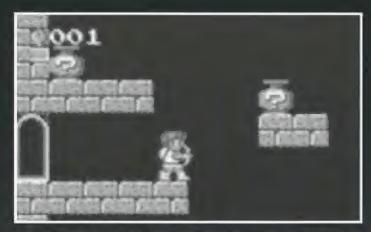
While most Nintendo fans clamor about Kid Icarus' lack of a proper sequel, many often fail to recognize its portable entry. Thankfully for fans of the series, the handheld entry served as an upgrade to the 1987 original, thrusting Pit back into familiar action in Of Myths and Monsters. With demons attacking once again, Pit is summoned to gather ancient treasures

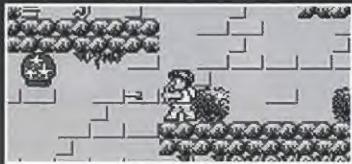


to become a more formidable adversary against evil. In accordance to the original, players will guide Pit through scrolling levels, culminating with a boss battle in an expansive dungeon every fourth level. The presentation is true to the original, featuring epic background music to accompany the current mood. and environments littered with Greek inspiration. While some of the characters do not match this quality, the bosses and Pit's transformation do serve as memorable models and while there are a few grating sound effects, overall, the presentation is well done. The apple doesn't fall far from the tree here as the title controls identically to its NES installment. Players will be able to jump, shoot and maneuver with ease thanks to the tight controls and the vertical scrolling deaths have graciously been removed. With the added benevolence and extra strength provided to Pit through proper training, some of the trademark challenge is removed from the title, but players should still find Of Myths and Monsters an enjoyable romp through the land of angels. The title can still be found in most used game shops, but due to its namesake, Kid Icarus holds as one of the few titles in the Game Boy library still maintaining a \$10 value. However, those looking to relive the classic on the go can't go wrong with handing over a Hamilton as owners will be treated to a genuine classic in updated portable form.

-Aaron Auzins

Rating: 4/5





Name: Kirby Superstar - 8 Games in 1

Company: HAL / Nintendo Platform: SNES • Year: 1996

While the mention of playing 52-in-1 is enough to make any gamer cringe, Nintendo put its pink puff up to the test in carrying a multi-game cartridge on its back. Thankfully, Kirby Super Star comes through on the task, creating one of the SNES's finest platformers. All of the games are standard Kirby fare



- sucking up enemies and stealing their powers to take down threats to Dreamworld. Players are thrust into the original adventure complete with revamped graphics and new powers and open up new modes that find Kirby battling Meta Knight under strict time limits, combing for hidden treasures and running the gauntlet of every boss in the game. Super Star is loaded to the brim with content and there is hardly a dull moment to be found in any of the games. The graphics are appropriately updated to crisp 16-bit quality, containing individual styles between each game, with the title using impressive scaling effects to boot. The series' signature music style and sound effects also carry over to the cart, providing classic and updated audio to flesh out the Kirby experience. Most importantly, though, Super Star features gripping platforming action that goes beyond jumping on enemies' heads. Each game mode has a different power-up method that will have players experimenting to find which attacks are most effective in a given situation and with the ability to split an ability into a helper character, a buddy can join in on the action and assist with the battle. The mini-games are also tailored for multiplayer, featuring simplistic, yet intense exercises in precision and timing that can be enjoyed over and over. Kirby Super Star is an example of a title that will satisfy casual players and collectors alike. While the title isn't a hard one to track down, its mascot and game play adds up to a mid-range price tag. The cart houses hours of platforming perfection, which will have players forking over around \$30 for the cart alone, while a complete version fetches about \$50.

-Aaron Auzins

Rating: 5/5



Name: Land Stalker

Company: Climax / SEGA

Platform: GENESIS • Year: 1992

While Sonic filled the void for Mario-type games on Sega's systems, the Genesis still lacked a standout title that could compete with the Zelda line of titles. Many gamers immediately compare LandStalker to the classic Nintendo series, however, it implements a number of highlyunique features and if it weren't for such a frustrating control scheme, the title may have possibly come close to the success enjoyed by Miyamoto's adventure. LandStalker implements the everfamous three-quarter overhead



view for its adventure, however, jumping and platforming become a huge addition to the formula. Treasure hunter Nigel still has an impressive adventure arsenal, though, including a number of weapons, items and spells found in similar titles.

Climax does nicely in creating a lush adventure world with varying environments and with the stress on platforming, many of the world's objects are designed with a 3-d feel to them. The title's music, designed by Motoaki Takenouchi of Shining Force fame, and sound effects are also highly successful in pulling the players into the adventure. Unfortunately, most of LandStalker's challenge comes from its clumsy implementation of "3-d movement." The control of the title, especially in jumping, feels incredibly awkward at first and even after growing accustomed to movement, it can still be incredibly tough to jump from point A to point B. The isometric feel of the title can also lead to misjudging jumps and while players do get used to the scheme, the first segments of the game can be quite brutal depending on how fast players adapt. While the title isn't perfect, players who tough it out will enjoy great presentation and dungeons along with some refreshing additions to the genre. The title carries a medium value and isn't too hard to find so Sega fans can easily enjoy a Zelda-type adventure for around \$15 (\$30 complete).

-Aaron Auzins

Rating: 3/5



Name: Nester's Funky Bowling • Year: 1996 Company: Nintendo • Platform: Virtual Boy

With the attention Nintendo Power mascot Nester received amid nearly five years of publication, many fans of the magazine were probably surprised it took until 1996 for the wacky icon to star in a Nintendo game. The spiky red-head got his one-time shot in an obscure bowling title for the short-lived VirtualBoy and while the game is hardly perfect, Nester's Funky Bowling stands as one of the system's



easiest-to-play and most collectable titles. Anyone who has played a 16-bit bowling title (such as the SNES's Super Bowling) will find no surprises here, with all of the standard options available at the time tucked into Funky Bowling. Players can choose between Nester and his girifriend, which hand they bowl with and the weight of the ball between standard, practice and challenge modes, giving the title some decent replayability. The title's graphics hold up well with a number of entertaining animations in correspondence with the action and through the gimmick of the VirtualBoy, the graphics show decent amounts of depth and scaling.

Although limited, the background music rings through nicely, however, Funky Bowling features nothing more than run-ofthe-mill bowling sound effects. Ultimately the title's enjoyability rests upon how much the player enjoys bowling. The game's controls are tight, but rely on nothing more than positioning left and right and timing sliding meters properly. Once players find a combination that works, it's merely a matter of rinsing and repeating for the highest score possible. Challenge mode mixes the pins up for spontaneous conditions and multiple players can alternate on the same VirtualBoy, however, the repetition will only last so long before gamers move on to something else. The title's simplicity should be attractive to most any VirtualBoy gamer and the fact Nester's Funky Bowling was one of only two titles released on the format in 1996 makes it rather collectable. The cart is netting around \$40 on eBay (\$100+ if complete) and constantly hovers among the top of the system's most-valuable games.

-Aaron Auzins

Rating: 3/5



Name: The Last Ninja • Company: Atari2600.com Platform: Atari 2600 • Year: 2008

Among many, one of the fondest memories players have about the Commadore 64 adventure genre were in the lineage of System 3's The Last Ninja. With players assuming the final resistance against Shogun Kunitoki's new era, they are treated to much more than mindless fighting, putting players to task of exploring, navigating dangerous environments and solving minor puzzles. Whether or not this homebrew had the goal of imitating System 3's successful



formula, this 2600 version just doesn't provide enough to make a fulfilling release.

At face value, The Last Ninja puts together a nice visual package, coming complete in its own box and fresh label and even in the game, the character sprites are detailed enough you can identify whether each enemy is a ninja, samural or the emporer. Sound is minimal with only an ending jingle and a buzz every time a character is injured. While players can explore the garden for a strength power-up, the game only features one level in only one design, meaning the game can be cleared in possibly less than one minute and since the enemies can be easily exploited through walls, the entire experience feels like an introductory level instead of an entire game. As a result, the game is mildly entertaining only for the rough minute or two it takes to burn through it the first time with no incentive to play through multiple times.

The title, however, should interest hardcore 2600 buffs as the title received only limited release treatment when it debuted at the Classic Gaming Expo in 2007. Atari2600.com and AtariAge. com both carry the exclusive title for the price of \$39.95 and once those sources run out of stock, it's seemingly unlikely more copies will make their way onto the market.

-Aaron Auzins

Rating: 2/5



Name: Street Fighter III: Third Strike

Company: Capcom

Platform: Dreamcast • Year: 2000

When it came to Capcom's 2-D fighters, Sega usually played its cards right to ensure the biggest names in the genre hit its systems. This was no different for the Dreamcast, which scored all three Street Fighter III games during its cycle, including Third Strike, the last original Street Fighter title until IV.

Decimote 1

Following a release of Double Impact - featuring the first and second

editions of the title - Third Strike wraps up the upgrades to the SFIII engine, introducing new characters, a judgment system, new stages and other minor technical upgrades. However, even with a fresh coat of paint, the title still features all of the core mechanics of the series. As is typical for games in the genre, the title is a direct port of the arcade game and features little else extra aside from training and versus modes. This unfortunately dumps the meat of the game play on having a friend to spar against as the single-player mode and its uber-cheap final boss can become tiresome quickly. Technically, the Dreamcast represents the arcade presentation to a T. All of the insanely fluid animation is faithfully reproduced on the console and every sound effect and music sample is pumped out with quality. Unfortunately, though, the Dreamcast controller might not fit the bill for all players. The rough D-pad and triggers can at times damper the controllability of the title and arcade purists will be a lot more comfortable with a compatible arcade joystick. As a black label title, collectors will no doubt enjoy the \$40 value of the title, but less motivated Dreamcast fanatics may find more playability and series history in Double Impact at about half the price. Players of current systems will also find more value in the Street Fighter Anniversary Collection, which packages in Street Fighter II X along with Third Strike on the Playstation 2 and Xbox, once again, at half that price.

-Aaron Auzins

Rating:4/5



Name: Time Soldiers

Company: Alpha Denshi / SEGA

Platform: Sega Master System • Year: 1988

Sega was able to bring the arcade home, scoring a port of a proven coin-op title for the Master System. While Time Soldiers had a unique premise in the field of three-quarter overhead view shooters, is its 8-bit execution enough to satisfy arcade junkles?

As the name suggests, Time Soldiers sends players through various stages of time in a game of war after the title's villain, Gylend, imprisons members of your task force. With your friends held captive throughout the time periods, the game offers up an impressive



variety of enemies for its time of release, ranging from cavemen and dinosaurs in the Primitive Age to ninjas in the Feudal Age of War along with huge futuristic and mythological bosses.

However, while Time Soldiers has an interesting foundation, it plays out as a mixed bag. While the graphics are actually quite impressive for the Master System, the sound and music doesn't equally measure up. Game play and control are satisfactory overall with a number of areas, power-ups and secondary weaponry, but occasional flicker, lack of challenge and repetitive enemy behavior really seesaw the enjoyment of the title.

The low challenge is a real bummer as most stages can be dashed through without having to put up a fight, all midbosses merely shoot five-bullet streams then move and boss fights have tons of safe areas on the outside of the screen and powered-up secondary weapons can take them down in a flash. Ultimately, with such a blow to its core shooter game play. Time Soldiers fails to be anything more than average.

While Time Soldiers is a mold of pros and cons, it is, however, a welcome addition to anyone's Master System library. The title brings solid arcade action to the console and collectors should be watchful of its medium-ranged value among games on the system, especially if the package is complete and includes its poster, a set selling for around \$30 on eBay.

-Aaron Auzins

Rating: 3/5



Where do you get your prices?

We're not visited by magic pricing pixies, nor do we subscribe to retail pricing programs that provide one concrete list for all of the games. What you see here is the result of many hours of footwork by dedicated staff members at Video Game Collector. The prices are our own work as we comb the internet and various sources to record verified sale prices from retail outlets, online auctions, private transactions and more to iron out an average price based on our findings. Prices are for games that are near-mint, which means cartridges should be clean (no rental stickers or markered names) with all labels intact and firmly fixed to the cart and discs must be unscratched without being resurfaced and include the original case, inserts and instructions. Complete in box games must include the original box and instructions, which should also be in near-mint condition. Scratches, bends, icky stains and other obvious mutilations to the material will only gross out collectors and lower the value of your item.

Why isn't my game listed?

It's not a conspiracy against certain publishers with the thousands of games made available, it's possible a few may slip by here and there. We aim to list every known official domestic video game release known to humanking but release dates after our editorial deadline, extremely low-key releases close to the deadline or human errors in the spreadsheet may have kept a few games from appearing on this issue's listing. We apologize for any omissions but if you know of a game missing from our vintage system listings, be sure to give us heck at www.vgcollector.com. You know you want to.

Do you list label and packing variants? We try to list any variants when they either affect. a game's price or the variations are completely different in their game play. This is most notable for Atari 2600 carts manufactured either by Sears or Tele-Games, but also games such as Tetris (Tengen vs. Nintendo) or budget labels such as Greatest Hits or Player's Choice. While collectors prefer non-budget editions (see Final Fantasy VII), game play variations such as the Greatest Hits Virtua Fighter 4: Evolution are included for completion even if the value is the same. We also list premium-packaged titles for newer systems and the value assumes all original casing, inserts and discs are included at near-mint condition.

Will anyone pay me the price listed in your magazine? The local video game store isn't full of jerks, they are just practicing business 101. A store generally will not pay full guide price since they like selling things at a profit because they love paying their bills so much. Hopefully, though, the store will offer a fair price based on a percentage of what it will in turn sell the game for. The price will also reflect a number of business factors as well including demand, the inventory of a game the store already has, condition of the game, whether or not the game is currently on a special sale and more.

What does NCSR mean?

No Current Sales Recorded. Some games are so scarce, you just never see them up for sale. We know they're out there somewhere, but it's hard to track the sales of a game that never sells. We can only imagine the Loch Ness monster is hoarding a 1992 NES Nintendo Campus Challenge cart and that's why we've never seen it.

Atari 2600



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Title	Gartridge Only	Complete In Box
3-0 Tip-Tip-Box (Blant) 3-0 Tip-Tip-Box (Beam)	2 6	,4 91
A Game of Concintration Advertisms (Attel)	3	1
Adventure (Scars)	3	1
An Raid An Raiders	1900	ACSR
Airlock Au-Sea Battle	2 3	1
Ale-Sea Raitle (text lisbel) Alice	8	13
Alpha Beam with Erms Amenior Arcado Golf	# 4	14
Arcade Pinted	4 1	15
Armer Ambush Arbitray Duel	4 30	85
Artillery Gool Chuck Horns Artillery Dool Great Manor	96- 25	40 10
Artiflery Duci Spile's Frail Second	25 250	60 89 6 8 3 85 15
Asterix Asteroida	-40-	85
Anteroids (Benru) Potroblasi	3	3
Atlant Video Cabe Atlantis (Activision)	50- 5- 3	85 15
Adjunt's (Imagic) Backelor Party	35	50
Bachelor Perty Gipcle Backgammon Mart) Backgammon Secret	50	50 75 4
Blank Heest.	5 15	12
Baseball (NTV)	3	7
Baseball Sears-Picture lab	ef) 12 1	20
Basic Watt Basic Programming	5	17
Botherhall Balticone	1	3 20
Beatrides Beatry Bopper Best Tot and Est Tre	10	66
Best Ter and Est Terchart in Str.	35 40	85
Bermudan Beura Bermuda Triangle	50	130
Bermada Triangle Serror's (Mari) Serror's (Seam-picture labe Big Bird's Egy Cetch Stackpick (Sears-picture la Mackjack S1	0 5	50
Big Bird's Egy Cotch Blackpick (Sears-picture la	bel) 6	53 38 83
		15
SHEE Airmoster (Mari)	10	750 20
Bring! Soviety (Atari) Soviety (Score)	15	300
Sovies (Seers) Sovies	3	- 1
Scaling Brain Games (Marri) Brain Games (Bears)	4	1!
Breakout Breakway fil	1	
Bridge Buck Redgers.	5 7	12
Bugs Busp's June	19	16 18 185
Burger Bask Burgertine	66 1	10
Burring Desire Bachelorerie Cabernath Californie Gemen	Party 30	335
Common Man.	15.	50
Conyon Bainter (Atter) Corpos Banton (Aran-picture) Copture		25
Caratral Caratral	3	
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Chase Chase the Shackwagen	75	
Checkers China Syndrome	15	30X 11 3X
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Codebreaker (Sears) Color has Seneral a White Car	5 1490 279	55
Camerada	9	4
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Caster's Revenge Date Over	35 15	5
Back Commo Opris Chambers	2	
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Defender II	12	16 50	Mines of Manes Ministery Golf	45	1,50
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Desert Falcon Dice Pecale	30	11	Moon Patrol Moon secoper	2 4	3
Ding Dog Deskerter	10	55	Melocross Racer Retocros Racer Senare In Letter	40 Sm 100	625 678
Dudga 'Ein Dadaer Car	2	5	Meteradee Megripio Ring	35	85
Bedger Car Belghin Bookey Kong (Mart)	5	10	Mouse Trap Mb. On	5	-4 20
Berkey Kong Coloca Benkey Kong Junior (Atari)	3	8	Mr. Da's Carplin Mr. Parc-Nam	63	250
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Fast Food	5	100	Party Mix	40	75
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Firefield Fishing Dorby	4	23	Phose Pains! Philly FlasherCashooss Blass	15 45	12
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Fuotball Frankassprin's Massler	30	40	Piece of Cales Pigs in Space	12 20	20 40
Fragger	4 5	-	Pittali (Activision) Pittali (Activision-Rius Inbel)	10	20
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Great Excises Greenlan	250 25	409 50	Raiders of the Lost Ark.	29	3
Guardian Guardiagos	45	900 90	Ram II Rampope	12	12 12
Gyruss Halloween	10	350	Reactor Real-sports Excelosis	3	1
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ledy 500 leditrate	2 2	- 1	River Raid II Rand Ramore	15	30
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Kaystone Kapers	20	9	Sertical Shark Altack	25	45 10
Killer Sattelites King Kong	19	.55	Shooter College	29	-43
Knot Aid Stan Krull	10	20	Shottle Orbiter for Lambelot	45	190
Rung for Marcher Laugh Wind	12	20	Share Shoot		13
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Maxim Builder Maximus of the Velverse	15	100	Solar Store Solaris	2	30
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Manu Craor Manu Mania	2 2	4	Space Covern Space Combot	3 2	4
Mega Force Megamania	6	12	Space Invaders (Some nicture)	(m) 2	-2
Memory Watch Midnight Magic	3	16	Space Sockey Space Shuttle	1	12
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Spacechase	1 7
Seaconnectes X-7	20 45
Speedway II Speling Spider Fighter	5 0
Spider Fighter	1 16
Spider Man Spider Man	199 300
Spedendraid	3 12
Spike's Peak Springer	20 40 45 250
Sprintmaster	7 14
Spy Husser Seesage Box	25 85 6 14
Squeeze Box 955nake	6 10
Stampedo Stav Fox	4 B
Star Raiders (Start) Star Raiders (Sears picture)	i 4
Star Raiders (Sears picture Star Ship	label) 2 8 I 5
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Star Trek Star Voyaner	5 25 1 4
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Star Voyager Star Voyager Star Ware: Jedi Arena Star Ware: Beture of the Jee Star Ware: The Arcade Goe Star Ware: The Empire Stales	Back 3 10
Stargate Stargatores	7 14 35 100
Stantsaster	3 5
Stooplochune Stellar Track	5 15 5 16
Stranger K	25 40
Streeterry Storicake Street Recer	1 35 7 5
Etrosghold	175 300
Elantman Submarine Commander	35- 88- 13 25
Sub-Scan	4 13
Subterranea Suicide Measine	30 25 15 29
Scienter Garner	7 (2)
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Super Challenge Essabali Super Challenge Football	4 6
Super Chairman Football Super Colors	1 1
Superman (Atari)	3 4
Superman (Attari)	1 15 F00
Superman Sears-text label; Superman Sears-picture lab	15 Fgg lest 500 600
Sarround	1 4
Survival Island Survival Run	80 N/A
Sword of Saron Swordqueri Earthwoold	BG MIT
Swerbquest Pirrworld	1 1
Swerdparkt Malerworld	85 300
Tac-Scan Tack Brigada	5 12 15 90
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Tapewirm	26 II5
Tapower mi Tapper	25 100
Target Fun Task Force	5 16
Tax Associers	15 45
Tau Tennis	5 14
The Earth Day Screaming	15 42
The Texas Chareau Master Threshold	20 40
Thunderproued	10 18
Time Post Friberatch Pro Rivesting	10 25
Tomard the Barbarian	46 150
Terrical Teeth Presention	165 2000
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Trock and Field Trick, Shot	30 250 5 1
Tree Goodly Discs	4 1
Turnel Russer Turnel	10 15 5 9
Tytpukhom	6 15
Up in (Power Vanguard	10 529
Venture	3 5
Video Checkers Video Chess (Mari)	3 3
Video Cheus (Searu)	9 12
Video Jegger Video Life	125 4ICSR 1800 5000
Video Diversion	1 3
Video Pinbull Video Reflex	3 5 TS NGSR
Waltury Attack	175 300
Wights Wall Ball	12 20 40 65
Wall Defender	250 400
Warlords	3 5
Warplock Winter Dames	4 10
Witzerd of Moz	3 8
Hord Zagger Berry War I	2 4 5 12
Xonashaba	25 65
K-Man Tars/ Revenge	165 450 7 4
Zamon	7 14
Z-Tach	250 400

Atari 5200

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Title	Carbildge	Complete
Bahashasa	Only	In Box
Astrochase	15	25
Belleter	- 4	35
Beamilier	18	40
Sergech	2	- 4
Blue Print	3	25
Sounty Set Strkey Back	500	250
Such Report: Planet of Zone	19	25

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Centipeda	4	
Chaptiffer	- 3	
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Decathion	- 7	2
Defender	3	
Dig Dug	à	
Dreadnaught Factor, The	12	2
Fragger III Threendrep!	3 20	-
Galdright	1	
Gert	7	1
Greenles	15	3
Syries SEEG.	12	2 2
James Bood 007	18	3
Journ	3	
Ample Hand	. 3	
X-Rary Shoot-Dut	34	3
Kabporel Kareprop	3	1
Kepplow Kapers	Ê	1
Mario Aron.		1
Meganizzia	15	3
Moteories	75. 15.	17
Mintale Correlated	3	
Montaguesa's Revenge	25	4
Moon Patrol	3	
Mountain King		2
Mr. Defts Capite Ms. Pac-Man	35	3
Pag-Mao	i	
Pongo	4	1
Frétall II: The Lott Course	10	3
Pirtuit	5	1
Pole Position Popeys	i	3
Q'Barl	5	9
Óin.	4	
Oseric for Operations Rec	25	14
RealSports Banehall RealSports Football	4	
BuniSports Soccus	- 4	
RealSports Tennis	4	
Rescue on Fractalus	11	2
River Raid Sebetree: 2004	5 7	1
Space Dungers	7	1
Space Invaders	2	
Space Shuttle: A Journey left by		2
Star Raiders	3	1
Star Treit. Star Warp: Deuth Star Beite	10	2
Star Mary: The Arcade Gam	. 1	2
Super Bouthing	- 3	
Super Cotes	7	1
Valquard of Nor	4.	2:
Zaccon	45	9
Zenji	25	1
Zone Kanger	12	2

Atari 7800



Title	Cartridge Only	Complete In Bo
Ace of Assa	T	-
Allen Brigade	15	9
Antoroida	2	
Baltriager	3	
Saveyard Blasses	3	
Angke/brew!	10	
Centipede	3	
Choplifter	I.	1
Commundu	13	3
Crack'ed	3	
Cretabou	5	1
Cork Chambers	1	
Gesert Falesa:	1	
Dig Dug	3	
Dorskog Knog	3	
Dunkey Kong Jr.	Å.	
Double Dragon	15	3
(-11 Hornet	1	2
Filtal Bus	- 1	1
Fight Xight	4	
Food Fight	4.	
Galaga	3	
Har Triel.	1.	
Barl Barroni	4.15	4.2
Impossible Mission	4	1
Joks	3	
Josef	3-	
Maratoka	4	
Kang I'u Manter	15	4
Mario Bros.	5	
Hat Mania Challenge	7	1
Mean 18 Witnesde Oct	25	5
MeHdown	4	3
Midnight Mutants	4.13	4.5
Metargrayche	42	1
Ma. Pag-Man	3	
Hiria Golf	4.85	- 4.3
One-on-One Baskethall	.0	
Pete Rose Baseball	15	2
Planet Smethers	12	2
Pols Poston III	1	
Rampage	04	3
RealSports Constant	7	
Robotroec 2084	4 5	
Scrapyord Dog Summer Games	4	5
Super Huny SHEEL	7	
Super Skaleboardie	10	4
Each Command	65	62

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Tomcat The Fift Highlas Six	Nivier 13	18-
Touchdown Feetball	- 4	10
Novem Toppleri	3	8.
Weter Ski	25	55
Window Gazzago	4	15
Linephole	13	341

Atari Jaguar



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Title Cart		Complete
	Only	In Box
Air Care	114	100
Alliem vo., Propilation	24	45
Attack of the Mutant Program	20 20	45
Breskeyt 2000	38	30
Biotal Sports Football	7	36
Bubes in Fractured Surry Tails	- 6	15
Ganner, Fodder	12	20
Checkaged Play	6	10
Clab Drive	4	1
Субелногой	4	26
Getender 2000	20	34
Seem	12	25
Double Dragon V: The Shadow Falls		25
Bregnic The Bruco Lee Story	7	12
Evolution: One Dudes	Ţ	52
Ferrer Prich Soccer	1	60
Fight for Life Flankhotic	415	# 25 55
Flip Out	19	50
Hover Strike	9	10
I-Mar	Ř.	12
International Securitie Soccer	12	50
tron Soldier	6	50
Iron Soldion H	30	50
Kasami Ninja	8	12
Missile Command 10	20	30
HSA Jam Tournament Edition	16	1-5
Portal Fartasies		12
Fitfall: The Mayor Adventure	12	18
Pewer Drive Rally	10.	15
Raiden Rayman	15	15
Rainer Freball	40	15
Super Burnout	52	18
Reportreus 30	59	15
Bysilicate	55	20
Tempest 2090	55	23
Thems Park	3	14
Powers H	.39	60
Trever WicFor In the Consount Salary	7	10
Tray Alkman NFL Football	4	10
Who Yorlek	12	16
Tol disers Sking & Seewboarding	7	10
White Wes Can't Jump Wedlenstein 30	3	19
Worms	1/1	18
Zero S	35 25	45
Lord 2: No's Back	40	12
Doos	- 7	10
	-	10

Atari Jaguar CD



Title	Gartridge Only	Complete In Box	
Buildies		25	
Rettlemorph	10	15	
Blue Lightning	1	NGSR	
Brain Guar 15	15.	25	
Dragon's Lair	16	15	
Highlandor	li li	17	
Haver Strike	10	75	
Irea Soldier I	15	35	
Myst		12	
Frimal Rege	43	30	
Space Ace	1	15	
Vid Grid	9	NOSE	
World four Recity	95	40	

Atari Lynx

A.P.S. Autonomo Colf	1
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Batasan Returns	Cartridge
Battle Wheels	Ovik
Battletowy 2005	i
Bill A Tod's Excellent Adventure	
Block Out	1
Blue Lightning Bubble Topubor	2
California Garres	3
Championship Raily	4
Checkered Flag	1
Chap's Challenge	
Crystal Mines II	
Desert Strike: Rature to the Guill Deserympics	:
Dirty Larry: Recogade Cop	
Double Dragon	6
Drocule - The Undead	
Electrocop	
European Soccer Challenge	6
Fut Bobby Gates of Zendacon Gasether: The Third Encountry	
Grantlet: The Third Encountry	p.
Gordo 105	
Hard Drivin'	B
Hockey	1
Privates	4
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James Conners' Tornis	
200sf	16
William	
Kracy Ace Wittahare Golf	11
Kang Food Lymorings	19
Lyna Caping	1
Halbu Kikin Videyhalt	
Ms. Pad-Man	31
HFL Football	6
Hinja Galden Hinja Galden III: The Ancient Ship of Open	
Pac-Land	- 11
Faperboy	10
Paperboy Palest Jam	
Fit-Fightor	
Fower Factor	
Qui Raiden	1
Kampage	15
Rompari	
Readilization	10
Robo-Squash	4
Robotron: 2004	
Rygati S.T.U.M. Russner	0
Scrappins Dog	31
Shadow of the Sobet.	
Shanghai	3
Sinci Estima	
Super Asteroids Missile Command Super Off-Road	t:
Super Streets	107
Switchbisde 2:	3
Toda's Adventurys in Silmy World	3
Taki	1
Tournament Cyberhali	1
Turbo Sub Ultimate Chess Challeups, The Fidelity	16
Viking Child	100
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World Class Furshall Secon	
Xenoprobe	13
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Nintendo (NES)



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Panco Atlant Asphum
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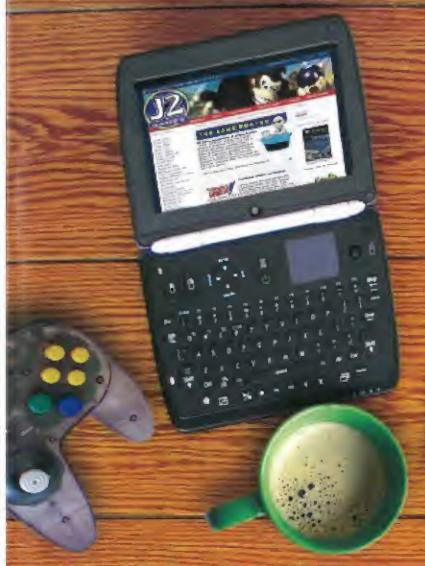
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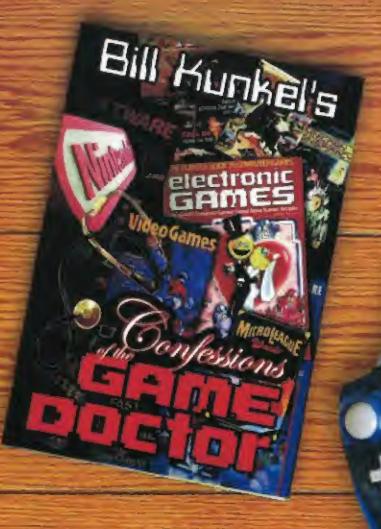
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TurboGrafx-16



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TurboGrafx-CD



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Creator's Spotlight

What do make of rising game prices?

It's no friend of ours when prices go up every year. Games were \$39.99, then \$49.99 and \$59.99. Where do you think it's going to go next? \$79? \$89? \$99 a game? It's like there's a wall between us [game developers/publishers] and the gamers. What happens is, we just keep sticking another layer of bricks on the wall, and that's ultimately very frustrating for the gamer.

Would you be interested in making an MMO

I feel if I were in the music business, I'd be like Madonna - I enjoy changing up what I normally do. I'm not just doing the same kind of game, year in and year out, just churning the same old thing out, over and over. For me, it's just interesting because I learn so much.

Right now, free-to-play MMOs are the thing. I think it's just interesting: the markets and how that works, the gameplay, and the concept of how to get people invested into these games. It's a very honest business model – if they don't like your game, you don't make any money at all [laughs]. Think about that: If your game is kind of crappy, then you're going to get zero dollars. That's not good. I like that. What do you do? How do you be careful about the way you've structured the game, the experience and everything else. It's fascinating! There are a million different things to take into consideration to pull that off, and I'm learning them.

At the same time, I would love to make a Wil game. I'd love to make an Xbox Live Arcade game. I'd love to make an iPhone game. There are too many things to do. That's the problem [laughs].

What are you doing today?

I am one of the founders and chief creative officer for the "new" Acclaim. The company basically released some MMO games that we were working on with Asian companies. We found Asian MMOs that we liked and brought them to the U.S. and basically turned them into our own versions. [We gave them] new names, a full localization, and everything.

In reality, that was great because to start a company in this space is very dangerous. With MMO games, most of them struggle terribly, We were profitable almost right away. We got investment, so now we have money, which makes us dangerous [laughs]. We started multiple new games, so i'm actually designing new games right now.

What will those new games be like?

They're very next-generation, free-to-play [games], so I'm trying to think about where free-to-play is going to go in the future. I'm trying to build games that I think are going to be very mass market. Again, that's not my background, so that's very interesting to me; how to make games that are going to appeal to a wide audience.

That does not mean Sudoku and all that kind of junk. We're making real, full-size games, but staring at the interface for hours on end, [asking], "How can we remove this button? How can we remove that button, so that it's not ridiculously compilcated to play the damn thing?"

How can you help new game developers?

I have no issue with helping people. I get e-mails all the time, and I reply to them whenever I can, I can't reply to every single one; I get thousands. The answer back is usually, "Oh, my God! I've e-mailed 10 companies, and you're the only one that replied!" That's absolutely standard.

The other thing that happens is I give them advice. I found I was

answering the same questions over and over, so I ended up making a website (www.dperry.com) that I just put my answers on. That helped a lot because I didn't have to keep re-answering the same things.

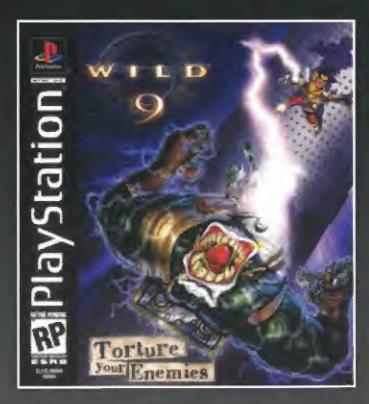
Now, every single trade show I go to, someone comes up to me and says, "Thanks, I followed your advice, and I got a job in the industry!" That's the payoff for me. It's really cool. It's one of those things that's very easy to do. It's not difficult to just say, "Hey, you should consider this," or, "Why don't you try that?" Usually, they've got the passion, but they just need some direction.

Tell us about the 'DP Challenge'.

It's a very difficult challenge, but there are students out there doing it. Just go on GameRankings.com and sort out the top 100 games of all time, rent them and then play them [while evaluating them from a critical standpoint.] I give you a list of questions that you have to answer on each one.

It sounds simple, but since 2004 there have been, like, five people who have finished. I give them a letter of recommendation for their resume if they complete it, simply because in a [job interview], those individuals are going to know more about the top-selling games of all time than the guy interviewing them, I guarantee it. They'll know more because they took the time to note it, write it down, and think about it. It makes them very confident when getting interviewed, and it's a very powerful thing.

That's my challenge to you, [the reader]: Next time you're playing a game, don't just sit back and play it; ask yourself what [the developers] are doing right, what they're doing wrong and why you're feeling the way you are. You'll start to form opinions, and that's ultimately what will help you when you're in design meetings down the road.





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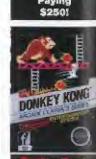
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